BY ORDER OF THE
SECRETARY OF THE AIR FORCE

AIR FORCE MANUAL 31-222

18 FEBRUARY 2009

Security

AIR FORCE USE OF FORCE MANUAL

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ACCESSIBILITY: Publications and forms are available on the e-Publishing website at www.e-Publishing.af.mil for downloading or ordering.

RELEASABILITY: There are no releasability restrictions on this publication.

OPR: HQ AFSFC/SFOP
Supersedes: AFMAN31-222, 1 June 2001

Certified by: HQ AFSFC/CC
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Pages: 162

This manual complements Air Force Instruction 31-207, *Arming and Use of Force by Air Force Personnel*. It is an instructional guide for the application of various types of force. It applies to military, civilian, Air National Guard, and contract Security Forces personnel as well as military personnel from other US military branches assigned or attached to Air Force Security Forces units. This manual frequently refers to 'officer' or 'sentry' which are defined as: Any officer, non-commissioned officer, airman, civilian or contract employee performing security, law enforcement, military police, or guard duties under Air Force control. This Directive sets forth policies regarding arming and use of force by Air Force civilian and military personnel, including the Air Force Reserve and Air National Guard. This Directive sets forth policies regarding protest or political activities of Air Force civilian and military personnel, including the Air Force Reserve and Air National Guard. Failure to observe prohibitions and mandatory provisions of this directive in paragraphs 1, 17, and 32 by military personnel is a violation of Article 92, *Uniform Code of Military Justice* (UCMJ). Violations may result in administrative disciplinary action without regard to otherwise applicable criminal or civil sanctions for violations of related laws. Refer recommended changes and questions about this publication to the OPR using the AF IMT 847, *Recommendation for Change of Publication*; route AF IMT 847s from the field through the appropriate functional office's chain of command. Field activities must send implementing publications to the higher headquarters functional Office of Primary Responsibility (OPR) for review and coordination before publishing. The OPR determines that if waivers may be granted for any part of this publication. This publication requires the collection

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SUMMARY OF CHANGES

This document is substantially revised and must be completely reviewed. This revision corrects administrative and typographical errors throughout the text. In this revision, the Use of Force Model Dr. Connor developed has been replaced with the Federal Law Enforcement Training Center (FLETC) Use of Force Model. The chapter on "Rifle Fighting" has been deleted and a chapter on "TASER®" devices has been added. An attachment "Attachment 2" has been added containing a listing of non-lethal weapons, equipment, and munitions authorized for use in the Air Force.

Chapter 1

UNDERSTANDING USE OF FORCE

1.1. USAF Use of Force Policy. All Air Force personnel engaged in law enforcement, security and force protection duties will use only that force which is reasonably necessary in conformity with the statutes and Constitution of the United States. Personnel must avoid use of force where it's not essential to carrying out assigned responsibilities. At times, Air Force personnel may need to use force to perform assigned duties. Such use of force will be appropriate provided they operate within the law, Air Force policies, guidance, and have received appropriate training in its application. This manual was designed to assist in training on specific use of force techniques.

1.1.1. Cases Warranting Use of Force. In cases warranting use of force, personnel must use only that force reasonably necessary to reach the objective. Tailor the type and level of force to its necessity. You must base your use of force option on the actions of the individual(s) with whom you are in contact. Once a particular level of force is no longer required, discontinue its use despite the fact a suspect's efforts to thwart or evade a seizure may arouse normal passions of anger, fear, or frustration.

1.1.2. Objective Reasonableness. The criteria supporting "objective reasonableness" is provided from three essential areas within the confrontational environment: The subject(s) action(s), officer perception, and the officer response(s) initiated in order to gain compliance and control. *NOTE:* Refer to paragraph 1.4 of AFI 31-207 for a more detail explanation.

1.2. Use of Force Introduction. Air Force personnel engaged in the protection of personnel and resources have the authority to use firearms and intermediate weapons to employ force on subjects. Before using force, Air Force personnel are obligated to possess the knowledge and skills necessary to assess acts or threats and respond in a reasonable manner. These objective principles enable Air Force personnel to make timely and reasonable judgments that support the paramount consideration of their safety and the safety and security of personnel and resources they are protecting. The decision to use force can have grave consequences that may result in injury or death. Once force is employed, that force is irreversible. In addition, hesitancy or inaction when force is necessary may be devastating. Accordingly, this section of the manual discusses mental preparedness, basic principles of the use of force, the Use of Force Model (UFM), the tools and tactics available within the USAF, and unified training principles.

1.2.1. **Mental Preparedness.** Many factors play a critical role in a person's mental state affecting his/her ability to react without hesitation to a perceived threat or to resistance. Learned behavior, social norms, and societal expectations all influence the person, not necessarily only professionally, but personally as well. It is difficult for a person to immediately strike or cause the dysfunction, injury, or death of another person in an attempt to stop their actions when the first person has been raised to believe it is wrong and is grudgingly acceptable only in self-defense. It is also difficult for a person not to hesitate in employing force when the perception is that force utilization is only a last resort option and then only when all lesser means have been exhausted. This perception is manifested through improper training, legal misunderstanding, poor understanding of policy, the belief of endless lawsuits, and media persecution. When directly involved in a use of force incident, most people have physiological changes in their body that inherently occur during or immediately

after their objective perception of a threat. For example, the production of fear or exhaustion may cause negative effects in vision, motor skill performance, and cognitive processing. The combination of all these factors could lead the person to be ineffective in force utilization. The objective then becomes to minimize or effectively resolve these factors by ensuring personnel fully understand why they are affected and how they can take steps to minimize or resolve them.

1.2.2. **Personal Beliefs.** Personnel must resolve personal issues within themselves such as commitment to mission, mortality, and willingness to sacrifice.

1.2.2.1. They have to be mentally prepared for the probability of having to stop someone knowing that as a result of their actions, injury or death could be a logical consequence. This is critical considering the almost universal aversion of interpersonal aggression common to most people. Many personnel fear becoming the victim of close-range aggression but an even greater fear is that of inflicting injury or death through aggression or the use of force. Ultimately both fears can cause tentativeness and hesitation.

1.2.2.2. Personnel must be mentally prepared to enter a situation where they may be injured. Many personnel never consider the possibility of being in a physical confrontation of any significance. Therefore, when it occurs, they are totally unprepared mentally. Many of these confrontations involve attacks with the probability of serious physical injury or death. Of these, there are only two outcomes: death or survival. Personnel must possess the ability and awareness to recognize dangerous situations and take immediate actions to stop the threat. When the person is mentally prepared, survival is not an issue and the focus is on winning. A person can win any situation or dangerous encounter if they believe in themselves, have the will to survive, and are mentally and physically prepared.

1.2.2.3. Personnel must understand that the use of force is not a defensive act; it is an act of offense (not to be confuse with defensive tactics). Although the use of force itself is an offensive act, many defensive situations demand an officer to use offensive techniques in order to adequately defend themselves or others. In force utilization, personnel are required to take action to stop or control a subject's action or noncompliance using an offensive tactic to gain control or compliance. Striking an assailant with a baton is an offensive action. Shooting an assailant attacking with a weapon is an offensive action. On the other end of the use of force spectrum, using restraint applications, such as handcuffing, is also utilizing offensive force to control the subject. Training and policy often focus on training that involves blocking or avoiding physical assaults. This type of training may avoid a specific action but it does not train personnel to stop the subject. Personnel should immediately stop the subject's actions and obtain control or compliance. Although personnel should recognize defensive measures, effective defensive tactics within all force utilization requires an offensive response. Mentally placing themselves on the defensive, using defensive tools, and defending against attacks automatically places personnel at a disadvantage. This type of defensive perception only enables acts of hesitation, ineffectiveness, and negative stress performance caused by the sympathetic nervous system. It is critical for personnel to understand they must be proactive and react to the threat

of violence, not the actual violence itself. The only way to do this effectively is to be on the action side of an incident instead of on the reaction side.

1.2.3. **Exhaustion of Alternatives Not Required.** A person's ability to react without hesitation to a perceived threat or to resistance requires changing the perception that the use of force is only a last resort and should be used only when all lesser means have been exhausted. This perception is manifested through improper training, legal misunderstanding, poor understanding of policy, the belief of endless lawsuits, and media persecution.

1.2.3.1. The legal standard of reasonableness does not require personnel to select the least intrusive alternative, only a reasonable option based on the situation. When reasonable use of force is not applied immediately to gain compliance, a domino effect occurs where circumstances of the incident become more dangerous, out of control, or unmanageable.

1.2.3.2. The complexity of the decision and assessment increases, especially with the person's perception of a threat, and the person's ability to determine a reasonable force option quickly and efficiently erodes. When force utilization is applied immediately and without hesitation that force application results in fewer injuries because the incident is quickly ended and control is established.

1.2.4. **General Rule.** Normally, force is to be used only as a last resort, and the force used should be the minimum necessary. When time and circumstances permit, an individual(s) who appears to be a threat should be warned and given the opportunity to withdraw or cease threatening actions, as appropriate and consistent with the lawful objectives or mission requirements of the officer/sentry. Law enforcement or security personnel may have an obligation to apprehend rather than permit an individual to withdraw. Deadly force is to be used only when all lesser means have failed or cannot reasonably be employed. In some circumstances, force, including deadly force, may be the only option available to respond to a hostile act or hostile intent. The use of force must be reasonable in intensity, duration, and magnitude based on the totality of the circumstances to counter the threat.

1.2.4.1. Knowing and understanding the constitutional standards in determining reasonable use of force and the Air Force Use of Force policy is an essential element of mental preparation. When personnel are confident that using force is justified in a given situation, they are mentally prepared to win and to act with competency. Hesitancy or inaction because of legal ignorance and/or restrictive policy may have a negative outcome in use of force situations. Any delay in the decision making process could result in the failure to adequately neutralize the threat, which could lead to injury or death.

1.2.5. **Physiological Factors.** When faced with a threat, personnel need to understand that certain physiological changes occur in the body when the sympathetic nervous system is triggered. These triggers may include, but are not limited to: fear of death, fear of injury, fear of killing, fear of failure, fear of the unknown, extreme physical exhaustion, lack of confidence in abilities, experiencing a highly emotional event, being in close proximity to the threat; and experiencing unexpected impact touch.

1.2.5.1. When personnel are under stress caused by these triggers, especially stress that is caused by the perception of death or bodily harm, the person's sympathetic nervous system initiates a defense mechanism referred to as the "fight" or "flight" response(s). These responses are preparing the body for the survival reactions of fight or flight. In

addition to fight or flight, another possible response that could be manifested is the "tachy-psyche effect." The "tachy-psyche" response is the most critical because it has to do with "freezing" and renders the person incapable of proper action or reaction to the situation at hand.

1.2.5.2. Once the sympathetic nervous system is triggered, the person experiences negative effects in visual processing, motor skill performance, and cognitive processing. The negative effects in these three areas are the inability to focus with the dominant eye, night vision degradation, inability to distinguish colors, loss of depth perception, loss of peripheral vision, loss of near vision, involuntary tracking of the threat, increase of adrenalin production, increased heart rate, increased blood pressure, increased respiration, deterioration of fine motor and gross motor skills, auditory exclusion, lack of clarity of thought, or irrational responses.

1.3. Use of Force Model (UFM). The UFM (**Figure 1.1.**) is adopted from the Federal Law Enforcement Training Center (FLETC) training curriculum on use of force. The FLETC UFM incorporates the three elements the U.S. Supreme Court identified as critical in the determination of the "objective reasonableness" of force utilization. These elements are incorporated into the three facets of the UFM. The reasonable officer's perception of the situation (Officer Perception) and the officer's perception of the suspect's actions (Subject Action) should determine the officer's selected force response (Officer Response). ***NOTE*:** The UFM is a tool to help understand the use of force and how force is applied. It does not take the place of objective reasonableness when applying force.

Figure 1.1. Use of Force Model

1.3.1. **UFM Color Correlation.** As is evident, color is a significant component of the UFM. The colors (blue, green, yellow, orange, and red) were drawn from the scientifically supported sequencing of the basic light spectrum and provide for specific color correlation throughout the UFM.

1.3.1.1. Blue – The officer is engaged in duties with an occupationally produced perception of responsibilities and risks. The broad foundation of the UFM is represented by the baseline of the color-keyed assessment spectrum.

1.3.1.2. Green – The officer perceives a level of noncompliance within the confrontational environment, evolving into the deployment of tactics.

1.3.1.3. Yellow – The officer perceives the situation escalating and the level of noncompliance has increased. This color indicates an activated level of alertness and caution.

1.3.1.4. Orange – The perception of danger has accelerated for the officer and there is a more directed focus on officer safety and defense.

1.3.1.5. Red – The potentially lethal degree of risk is the most infrequent, and yet the most critical for officer safety and survival. The highest level on the UFM correlates to the most intense color in the threat assessment spectrum, red.

1.3.2. **Control Superiority Principle.** As one looks at each level of the UFM, it is evident that the color of the Officer Response side of the UFM is brighter or more intense. This increase in color intensity is used to facilitate the principle that the officer is always superior to the subject's degree of compliance/noncompliance in terms of controlled and balanced force utilization.

1.3.3. **Officer Assessment/Selection Arrows.** The double-headed arrows are used to indicate the dynamic nature of an officer's decision-making process during an enforcement encounter. During a confrontation, the subject may escalate, stabilize or de-escalate his/her degree of noncompliance. Therefore, the officer must be able to practice flexibility in force responses that match the threat or subject's actions based on the UFM.

1.3.4. **Survival Shadow.** The officer assessment and selection arrows are bordered with a red line to indicate that the officer's occupation is of high risk. The officer must be constantly reminded that imminent danger that may cause death and/or serious physical injury can occur at any time.

1.3.5. **Progression or De-escalation of Force.** The primary goal of the officer's effort is to gain and maintain control of the subject. Ideally, each enforcement encounter results in a "balance" utilization of force flowing in the form of escalation, stabilization, or de-escalation. The utilization of force is based upon the actions or threats presented and the subject's degree of compliance or noncompliance. The application of force during an officer/subject encounter should be based primarily on the perceived actions of the suspect within the totality of the circumstances and not on the actor(s) with whom you are dealing. An officer's response to a subject's perceived actions must be guided by objective reasonableness when effecting control.

1.3.6. **Officer Perception.** The "reasonableness" of a particular use of force must be judged from the perspective of a reasonable officer on the scene rather than with the 20/20 vision of

hindsight. Its calculus must embody an allowance for the fact that officers are often forced to make split-second decisions about the amount of force necessary in a particular situation. The Fourth Amendment standard of "reasonableness" is not conducive to "precise definition or mechanical application;" however, objectively reasonable can be simplified into three rudimentary elements for the purpose of promoting understanding only. The elements of objective reasonableness are not standards of law. The elements or reasonableness are depicted in the center of the UFM through the shadow of a triangle. Each element is based on the officer's perception of the subject's actions. Each element is expressly linked to the other with all three elements required to be present to establish the basis of reasonableness in force utilization. The three elements are:

1.3.6.1. Ability-Capability. This element addresses the ability-capability of the subject to carry out a threatened action. It is highly unlikely a subject who has no use of their arms and legs could carry out a threat of physical battery due to his/her physical incapability. Thus the ability to carry out any act or threat professed must be logical. There does not need to be any verbalization with an action to show the ability or capability but the officer must perceive the person proposing the action or threat is capable of performing the action. If a person pulls out a knife and wields it towards an officer, the officer does not have to ask if the subject is capable nor does the subject have to tell the officer the intended action. The officer sees the subject who has a knife and perceives the person is capable of carrying out a threat with a cutting instrument based on logic, training, and experience. Remember the mere presence of a weapon does not necessarily constitute intent but can definitely indicate a subject's ability-capability.

1.3.6.2. Opportunity. This element indicates the action or threat the officer perceives is imminent, but not necessarily instantaneous. The subject must be in a position where he/she can use their ability-capability to carry out the act or threat. For example, if a subject armed with a baseball bat verbalizes harm towards an officer, but they are standing two feet from each other and are separated by a 1-mile wide, 15-foot tall chain-link fence, the subject clearly lacks the opportunity to carry out the threat even though he/she has the ability-capability.

1.3.6.3. Intent. This is the mental state that a subject had a particular purpose in mind when engaging in a given conduct. For example, if an able-bodied subject within range of an apprehending officer reaches for a firearm the subject has shown intent to inflict harm on the apprehending officer. Intent is often depicted by an overt act in furtherance of a crime or threat.

1.3.6.4. The elements of reasonableness do not apply only to the individual officer who is faced with an attack. In other words, the elements of reasonableness apply to all uses of force and not just those where the officer is in jeopardy. The concept of the elements of reasonableness assists the officer in determining force escalation justification but ultimately it defines the basis of reasonableness of the officer's response when applied within the totality of the circumstances of each specific incident. The officer must remember that no element can stand alone or be the sole basis for the use of force. All three elements must be perceived in determining the reasonableness of an officer's action to employ or escalate force.

1.3.7. Subject Action. The left side of the UFM identifies the five subject action levels judged from the "perspective of the reasonable officer," with circumstances that are tense, uncertain, and/or rapidly evolving.

1.3.7.1. Compliant (Cooperative). This level represents the vast majority of officer/subject encounters. At this level, the likelihood of physical response by the subject is minimal.

1.3.7.2. Resistant (Passive). The subject exhibits the preliminary level of noncompliance and requires some degree of physical contact in order to obtain compliance. For example, a subject verbally refuses to go with an officer following a lawful apprehension. In this example, the subject offers no physical or mechanical enhancement towards the resistance effort other than to stand motionless or remain seated.

1.3.7.3. Resistant (Active). The scope and intensity of the subject's resistance has increased. The subject is exhibiting physical or mechanical defiance to the officer's control. For example, during an apprehension, the subject turns and walks away from the officer, or the subject tries to not allow the officer to perform compliance techniques or use restraints, but, is not aggressive towards the officer in any way. The subject is using physical energy to establish defiance although directed away from the officer. The subject would be perceived at the resistant (active) level because he/she is using force and/or energy to maintain resistance.

1.3.7.4. Assaultive (Physical Injury). The officer has the perception of an attack or the potential for such an attack on the officer or others. The officer makes the reasonable assessment that such actions by the subject would not result in death or serious physical injury to the officer or others. For example, while attempting a lawful apprehension, the subject walks away from the officer after being given verbal commands to stop, then suddenly turns and runs toward the officer with clenched fists. In this example, the officer could easily have the perception that the individual intends to assault the officer.

1.3.7.5. Assaultive (Serious Physical Injury/Death). This highest level of noncompliance is the least encountered but poses the most serious threat to officer safety. The officer's objectively reasonable assessment is that such assaultive actions by the subject could result in death or serious physical injury to the officer or others. For example, an armed subject is holding hostages in a barricade situation, and threatens to kill innocent victims if his/her demands are not met. In this scenario, if the subject is not stopped, innocent citizens and officers could be seriously injured or killed.

1.3.8. Officer Response. The right side of the UFM identifies the five officer response levels. It should be noted that any response from the lower level can be utilized at any of the above levels if selected by the officer, but the "reasonableness" does not require officers to select the least intrusive alternative -- only a reasonable one.

1.3.8.1. Cooperative Controls. This level includes methods to preserve officer safety and survival. It includes officer presence, verbal commands, restraint applications, position strategies, etc. It is important to recognize that the cooperative controls can also be used at all levels within the UFM in addition to those tools identified throughout the UFM; they are not required when presented with a higher threat level. For instance, verbal

commands can be used in an assaultive confrontation by telling the subject to stop, get down, etc.

1.3.8.2. Contact Controls. When confronted with a subject demonstrating resistant behavior, the officer uses physical tactics to gain control and compliance. These tactics can be psychologically manipulative as well as physical, and can include additional verbal persuasion skills, relative positioning strategies, touch pressure points and escort positions. For example, if a subject who is to be placed under apprehension refuses to comply with the lawful orders of the officer, but remains at the lowest end on the resistance scale and is passive in his/her refusal, the officer would most likely respond with an escort hold. The officer may also wait for backup officers and show strength in numbers.

1.3.8.3. Compliance Techniques. When the subject becomes actively resistant, the officer uses physical control tactics. These tactics should be of sufficient force to overcome the active resistance of the subject and the officer should remain vigilant for more aggressive behavior from the subject. Examples include pressure point applications, takedowns, head de-stabilization, TASER, and pepper spray.

1.3.8.4. Defensive Tactics. At this level, the subject attempts or achieves an assault on the officer or another person. The officer is justified in using defensive/offensive tactics designed to stop the subject's non-lethal assault on the officer or others, regain control, and assure continued compliance. These tactics could include baton strikes, empty hand strikes, etc.

1.3.8.5. Deadly Force. When the officer perceives that the subject of such force poses the potential for death or serious physical injury to the officer or to another person, immediate officer response must be used to stop the threat. These tactics could include the use of a firearm or baton. If the use of deadly force is justified the implement used is of no consequence.

1.4. Tools, Tactics, and Timing. Application of force encompasses three main elements of action and assessment. These elements are tools, tactics, and timing.

1.4.1. **Tools.** Tools are the mechanical, physical or mental resources we have in order to promote or gain compliance. These include verbal skills, control techniques, non-lethal weapons, intermediate weapons, lethal weapons, and survival mind-set.

1.4.2. **Tactics.** Tactics are the applications of these tools in the form of techniques and procedures. The officer must incorporate the tools into strategies to accomplish an apprehension, such as keeping a subject's hands/palms visible at all times and the proper use of cover or concealment.

1.4.3. **Timing.** Timing is the correlation of tools and tactics to produce the timely and effective application of the appropriate level of force required to establish and maintain lawful control. An example is when an officer applies handcuffs during an apprehension in order to maintain order to minimize the potential of an assault on the officer.

1.5. Applying Force with the Appropriate Tool/Tactic. The following are examples of tactics available to Air Force personnel based on the subject's actions, officer perception, and the officer's response. This is not an all inclusive listing and other methods are available.

1.5.1. **Cooperative Controls.** Tools and tactics available at the first level (Cooperative Controls) include:

1.5.1.1. Mental Preparation: Perception skills, risk assessment, and survival orientation.

1.5.1.2. Spatial Positioning: Stance, body language, and relative positioning.

1.5.1.3. Verbal Controls: Communication skills, interviewing, and behavioral assessment.

1.5.1.4. Individual Searching Techniques: Frisk techniques, opposite sex searches, position (standing, kneeling, and prone).

1.5.1.5. Apprehension Tactics: Single/Dual subject, escort controls, and transport controls.

1.5.1.6. Military working dog (MWD) presence.

1.5.2. **Contact Controls.** Tools available at the second level (Contact Controls) include those in the first level and:

1.5.2.1. Verbal Manipulation Techniques: Targeted towards changing the behavior of an individual (basic conflict management) or of a group of individuals (basic crisis management).

1.5.2.2. Handcuffing Techniques: Standing, kneeling, and prone.

1.5.2.3. Wrist elbow position.

1.5.2.4. Hand rotation position.

1.5.3. **Compliance Techniques.** Tools available at the third level (Compliance Techniques) besides those available in the first and second include:

1.5.3.1. Neuromuscular controls.

1.5.3.2. Chemical irritant application.

1.5.3.3. Baton used as leverage devices or in pain compliance role (non-striking).

1.5.3.4. TASER application.

1.5.3.5. MWD on guard/on leash.

1.5.3.6. Pressure point control techniques.

1.5.4. **Defensive Tactics.** Tools available at the fourth level (Defensive Tactics) include those from the three levels above and:

1.5.4.1. Escape Techniques: For use in escape from grabs and chokes.

1.5.4.2. Assault Defenses: To include use of head, hands, elbows, feet and knees in warding off or countering the subject assault.

1.5.4.3. Impact Weapons: To include the baton or asp as well as anything at hand for use in defense or gaining control of the subject. Blocks, strikes, and jabs to proper target areas would be justified. Proper target areas include arms, legs, and back.

1.5.4.4. Weapon retention.

1.5.4.5. MWD on or off leash, bite and hold.

1.5.5. **Deadly Force.** Tools available at the fifth level (Deadly Force) include those outlined in Levels I-IV and firearms.

1.5.6. **Four Noted Tactical Issues.** When posted in direct support of Protection Level 1 nuclear weapons/components, Security Forces must be able to quickly identify, assess, and counter hostile attempts to gain unauthorized access to nuclear weapons/components. This specialized training is important due to the size of the published Nuclear Postulated Threat (NPT), as defined in DoD S-5210.41M, Nuclear Weapons Security Manual, and the limited delay/denial technologies in place to prevent unauthorized access to stored nuclear weapons/components or those in maintenance status.

1.5.6.1. The principal tactical focus in the enforcement environment is to continue to promote and practice the confrontation equation. By definition, the confrontation equation is simply the officer remaining in a constant position of recognizable advantage within any confrontation, while the subject stays in a continued position of recognizable disadvantage. One vivid and viable illustration of this tactical equation is the practice of the 2 on 1 advantage ratio of officers to subject, as the rule, rather than the exception.

1.5.6.2. The focus toward the confrontation should be primarily placed upon the "actions" of the subject, rather than the important, but secondary attributes of the "actor" in the situation. Certainly the "who" involved is of concern (e.g., past actions, previous history of violence, the subject's size/strength, etc.), but primary focus needs to be directed toward "what" is happening at the time - what the subject is doing. The "reasonable officer" must guard against being lulled into complacency by past knowledge of the subject, or placing himself in crisis by pre-judging a mode of force utilization based upon previous contact, not present at this point in time.

1.5.6.3. When placed into a confrontation, the "reasonable officer" must expand his/her perspective from the common practice of "reaction" into a more strategic confrontational conduct of an action initiated response.

1.5.6.3.1. This response should be pro-active, drawn upon the officers expertise and experience, or other similar incidents. The officer should remain free of the pressure to pre-judge the actions of the subject, and gain the enhanced ability to more properly perceive the actual and/or potential actions of the subject in question.

1.5.6.3.2. Ideally, the officer should practice anticipatory behavior (stress reduction techniques, conflict avoidance/resolution tactics, fear management skills, etc.) to attempt to prevent potential non-compliant confrontations. If a conflict is perceived as inevitable, he/she should initiate procedures to provide sufficient systems (strategic planning, team tactics, etc.) to maximize the status of safety for himself/herself, others, and the actual subject.

1.5.6.3.3. The response must be active, in that the controlling tactics the officer initiates will accomplish the re-control of the subject with a high degree of effectiveness and safety to the officer and to others. In this manner, the confrontation can be controlled as efficiently as possible, thus avoiding the

selection of higher levels of force utilization with the inherent risks of greater potential injury to the officer, the subject, or others.

1.5.6.3.4. Finally, the response must be based on the officer's experience and training, directing the officer's actions toward a mode of prevention via the tactical application of "Lessons Learned," or response based research. Most confrontations are not unique or remain isolated in time; their components will re-occur at other times with other subjects. If a safe, successful solution evolves, the officer should follow that course of response in the future. If the solution is not found, the officer should use the past experience as a catalyst to seek a safe, strategic, future solution.

1.5.6.3.5. This principled status of safety can only be maintained if the officer strategically and systematically anticipates, assesses, and acts within the effective and accepted parameters of the situation. The officer must understand that this process and its products exist in an environment that is ever changing in definition, direction, and depth.

1.6. Unified Training Principles. Static training alone is not enough to adequately prepare Air Force personnel for real life situations especially when involving force utilization. The Unified Training Principles is a simple process consisting of four areas providing a frame of reference for personnel to comprehend how to work through the elements of actual situations or confrontations. Simplicity equals confidence and in turn leads to competence. These principles cultivate empowerment by allowing the fluid integration of decision-making and tactical concerns. Personnel are empowered to make any/all decisions about what techniques or tactics are needed to resolve a situation. These principles build upon learned skills and techniques, better prepare personnel to operate under realistic conditions, and develop personal confidence and competence by providing practical training experiences. The survival mindset and mental preparedness is initiated through the introduction to the Unified Training Principles. Following are the four areas of the Unified Training Principles.

1.6.1. **Position of Advantage.** Position of advantage is self-initiated and proactive rather than reactive. Any/all acceptable techniques or tactics designed to enhance officer safety and survival may be used to gain a position of advantage. Common examples include the planning, approach and reaction, e.g. field interview stance, defensive/offensive posture, distance, cover, proper placement of patrol vehicle, movement to or at an objective, the element of surprise, etc.

1.6.2. **Threat Assessment/Decision-Making.** Threat assessment/decision-making is an on going process of determining potential threats and how to respond. Some examples of this principle are watching subject's hands, reading body language, recognizing and reacting to threat cues, identifying potential danger areas, etc.

1.6.3. **Response/Action.** Response/action is the execution of the techniques or tactics selected in response to assessment of the situation. Examples of this principle include applying "objectively reasonable" force, moving to or changing position of advantage, creating distance, calling for back up, falling back to a secondary position of cover, moving in to resolve the situation or disengaging to contain and stabilize, slow and deliberate search techniques, rapid raid techniques, etc.

1.6.4. **Evaluation/Follow Through.** Was the response effective? Is the situation under control? Are there more suspects or weapons (continual threat assessment)? Does anything else need to be done? If so, what are the priorities?

Chapter 2

CONTACT AND APPROACH TECHNIQUES

2.1. Introduction. As accomplished as we may be via education, training, and/or experience, we can never totally predict the actions or responses within a confrontation. Therefore, in our effort to maximize control, our approach toward the subject should be founded upon tactics consistent with the controlled concept.

2.2. Challenging Individuals. The purpose of challenging an individual is to determine "friend from foe" and make a positive identification. ***NOTE*:** When feasible, one-person posts and patrols should always request backup prior to initiating a challenge.

2.2.1. **Challenging Individuals on Foot.** Once you determine you have reason to challenge a person you should first use your radio to notify the Security Forces Control Center (SFCC) using the SALUTE report format (Size, Activity, Location, Uniform/Unit, Time, and Equipment), and request backup if deemed necessary. Simultaneous to notifying the SFCC you should be using all available cover. Once under cover, perform the challenge in the following manner:

2.2.1.1. Bring the M4 carbine to port arms or the M9 pistol to ready pistol (M9 in holster, flap released, and hand on grip of the M9).

2.2.1.2. Command "HALT" (blow whistle if appropriate). ***NOTE*:** If part of a team, only one person will issue commands.

2.2.1.3. Command "RAISE YOUR HANDS ABOVE YOUR HEAD, SPREAD YOUR FINGERS, AND SPREAD YOUR FEET." This is the final challenge position.

2.2.1.4. If the individual is inside a restricted area, remove him/her from the restricted area. If this isn't feasible, then face individual(s) away from protection level resources.

2.2.1.5. Instruct the individual(s) to remove identification using the hand that is closest to where identification is located. ***NOTE*:** Use the restricted area badge (RAB) if in a restricted area.

2.2.1.6. Have the individual(s) bend at the waist slowly and place identification on the ground.

2.2.1.7. Have individual(s) turn around and walk approximately six paces away from you. Return individual(s) to final challenge position and scan surroundings for other suspects.

2.2.1.8. Move forward cautiously and retrieve the credentials. After retrieving the credentials, return to a position of cover before you identify the individual(s). If more than one individual, identify each individual separately. ***NOTE*:** Insure you turn the individual toward you for picture identification.

2.2.1.9. Once positive identification is verified, contact the SFCC for further direction as to disposition of the individual(s). If positive identification can't be verified, detain the individual(s), keep at a disadvantage, and wait for backup.

2.2.2. **Challenging Individuals in Vehicles.** Notify the SFCC using the SALUTE report format and take available cover before performing the following:

2.2.2.1. Bring the M4 carbine to port arms or the M9 pistol to ready pistol (M9 in holster, flap released, and hand on grip of the M9).

2.2.2.2. Command "HALT" (blow whistle if appropriate). ***NOTE*:** If part of a team, only one person will issue commands.

2.2.2.3. Command "TURN OFF THE ENGINE AND SET THE EMERGENCY BRAKE."

2.2.2.4. HOURS OF DARKNESS: Command "LEAVE THE HEADLIGHTS ON OR TURN THE DOMELIGHTS ON." ***NOTE*:** Individuals challenged during the hours of darkness will be removed from the vehicle and placed so the headlights limit their view. Also, one person patrols will request back-up during the hours of darkness.

2.2.2.5. Command "FRONT SEAT OCCUPANTS PLACE YOUR HANDS ON THE DASH OR WINDSHIELD, REAR SEAT OCCUPANTS PLACE YOUR HANDS ON THE BACK OF THE FRONT SEAT OR ROOF."

2.2.2.6. Have individual(s) dismount the vehicle one at a time from the side nearest the Security Forces member.

2.2.2.7. Position individual(s) approximately six paces in front of the vehicle with arms up and fingers and feet spread. ***NOTE*:** During a daytime challenge, have the individual(s) face away from the vehicle. During the hours of darkness, have individual(s) face the vehicle headlights.

2.2.2.8. Once the individual(s) are in the final challenge position, scan the area and approach the vehicle.

2.2.2.9. Visually and briefly inspect the trunk or truck bed and the interior of the vehicle for persons. Do not initiate a search of the vehicle at this time.

2.2.2.10. Take up a position of cover at the vehicle.

2.2.2.11. Instruct individual(s) to remove identification using the hand that is closest to where identification media is located. ***NOTE*:** Use the RAB if in a restricted area.

2.2.2.12. Have individual(s) place their identification on the hood of the vehicle one at a time.

2.2.2.13. Return the individual(s) to a position approximately six paces in front of the vehicle with arms up and fingers and feet spread. ***NOTE*:** During a daytime challenge, have the individual(s) face away from the vehicle. During the hours of darkness, have individual(s) face the vehicle headlights after you have retrieved the identification from the hood.

2.2.2.14. Make positive identification of the individuals.

2.2.2.15. Once positive identification is made, terminate the challenge and contact the SFCC for further direction as to disposition of the individual(s). Also, if a violation has occurred, handcuffing and transportation will be necessary. If positive identification can't be verified, detain the individual(s), keep at a disadvantage, and wait for backup.

2.3. Alert Stance. Field analysis indicated the "alert stance" best exhibits the essential traits of caution and safety, and should be incorporated through patterns of practice until it becomes a

conditioned response. The essence of the "alert stance" is balance. Balance is best achieved by assuming the stance with a solid base, in constant realization of the body's center of gravity.

2.3.1. The "alert stance" places the member at a safe distance to the front or side of the subject upon initial contact. From this position, the risk of being punched or kicked by the subject can be somewhat reduced and the subject's actions more easily detected. The contact itself may additionally appear less confrontational to the subject and act as a true tenet of the confrontation equation.

2.3.2. The "alert stance" places the member's weak foot forward, pointed toward the subject. The member's strong foot should be about a shoulder width behind the weak foot at an angle of 45 to 90 degrees. This foot positioning allows the officer the best options relative to balance, mobility, leverage, and strength utilization.

2.3.3. The member's upper torso should mirror the status of safety, as well as the potential for the initiation of effective countermeasure controls. This capability is best realized by the member keeping his/her elbows close to the body and hands kept above the waist (**Figure 2.1.**).

Figure 2.1. Alert Stance

2.3.4. The member should avoid looking only at the subject's eyes during the confrontational contact, thus preventing the potential for distractions (fakes, hostile expressions, etc.) and should place primary sight concentration on the subject's upper chest area. While primary focus should be kept on the individual, the member must maintain situational awareness for possible additional threats.

2.3.5. If the subject's actions were to change, the member could better perceive the risks presented and initiate proper countermeasures to gain control.

2.4. Communication/Control Member Positioning. Within each confrontation the principle of tactical transition and the concept of the confrontational equation must be integrated into the conditioning process. In the following verbal illustrations, two members approach an individual by extending the traditional triangle of contact further to the front or side of the subject.

2.4.1. **Contact Officer.** As a result of this extended position, the subject will most commonly begin to verbally or visually address one of the members. Dialog may also be initiated by one of the members during the approach as part of a tactical plan. In either case, the member who is first to communicate with the subject becomes the contact officer, continuing to maintain the subject's attention and providing for an avenue of potential verbal direction to the subject.

2.4.2. **Cover Officer.** The supporting member now assumes an enhanced strategic position for potential countermeasure control techniques from the front/side or side/rear of the subject, thus becoming the cover officer. ***NOTE*:** If the subject were to change his communicative direction to the opposite officer, tactical transition would call for each of the members to switch communication and control roles to continue maximum tactical advantage for both members.

Chapter 3

PHYSICAL APPREHENSION AND RESTRAINT TECHNIQUES (PART)

3.1. Introduction. In the performance of your official duties, you may be required to make physical contact with a noncompliant subject in order to maintain or regain control. The essential elements in this process can be described in two words: "when" and "how." Each of the following PART will be presented in a functional format founded upon assessment and application. The following techniques are only some of those that may be used and it's important to remember that the minimum use of force necessary is always the correct use of force. Generally, you can expect to use these techniques when the subject's actions are located within the resistant (active) portion of the UFM.

3.2. Physical Apprehension and Restraint Techniques. These techniques depend on speed, surprise, and skill. Begin PART from the alert stance discussed in **Chapter 2**.

3.2.1. **One Hand Grab Breakaway.**

3.2.1.1. STEP 1. Spread the fingers wide apart and rotate your thumb and hand 180 degrees over the subject's hand. This will break the hold (**Figures 3.1., 3.2., and 3.3.**).

Figure 3.1. One Hand Grab Breakaway.

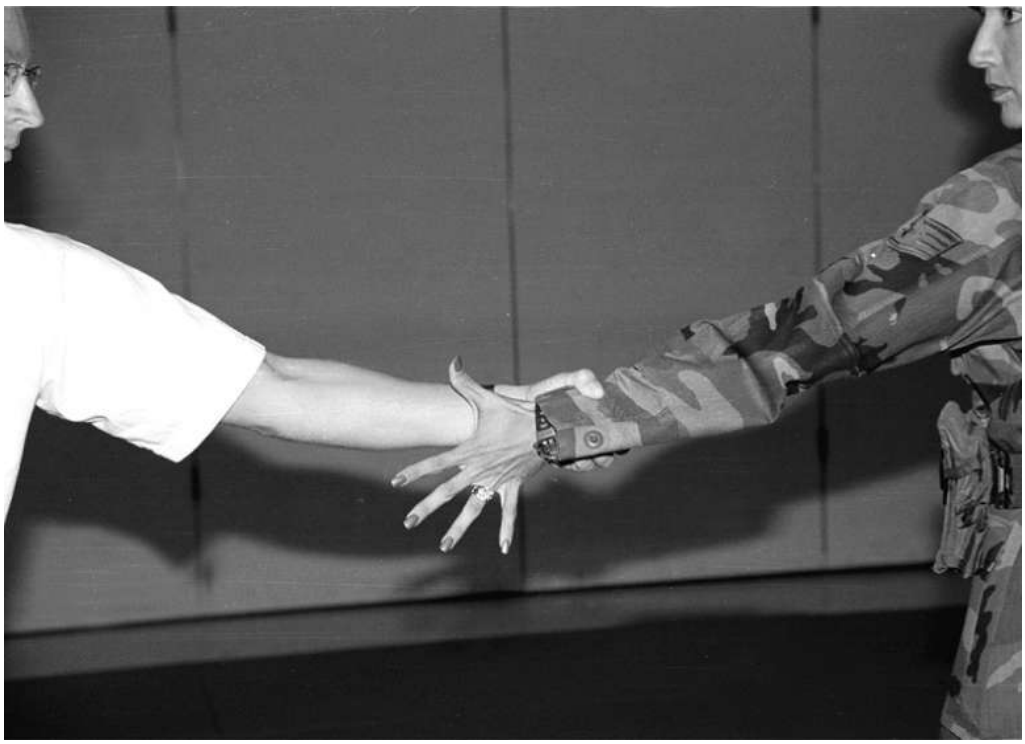


Figure 3.2. One Hand Grab Breakaway.

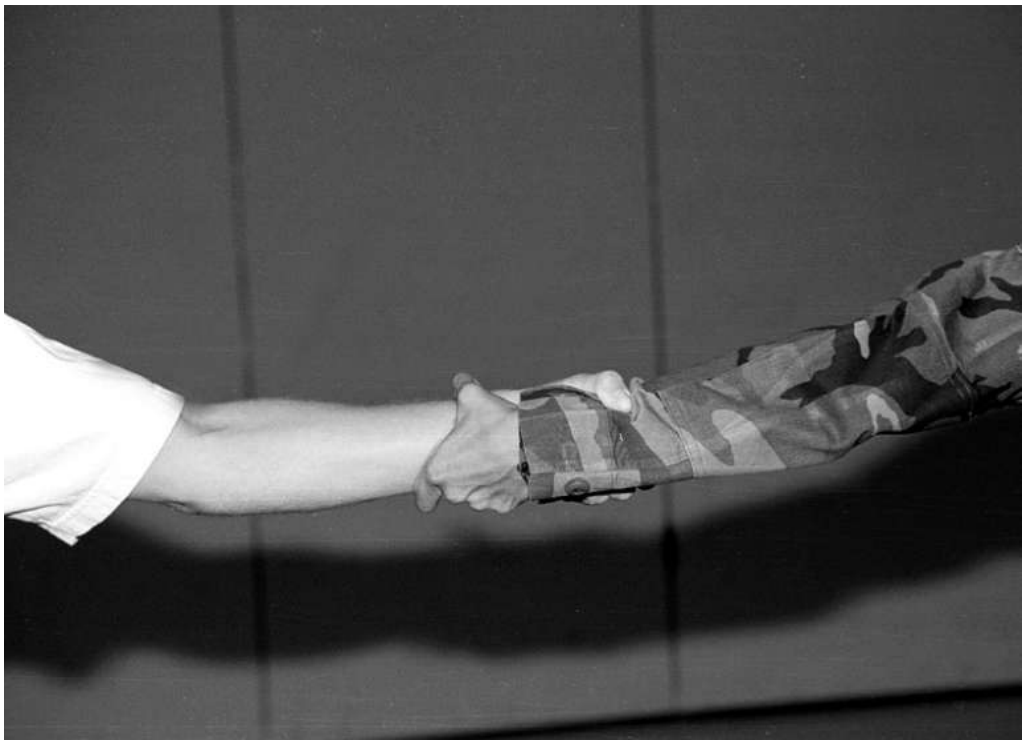
Figure 3.3. One Hand Grab Breakaway.

3.2.1.2. STEP 2. Step to the rear with the same foot as the arm that was grabbed and pull up with your arm and reestablish a reactionary gap.

3.2.2. **One Hand Arm Grab with Face Smash.**

3.2.2.1. STEP 1. Grab the attacker's wrist with the same hand that was grabbed by the attacker (**Figure 3.4.**).

Figure 3.4. One Hand Arm Grab with Face Smash.



3.2.2.2. STEP 2. Step forward with the rear foot in the direction of the attacker. Then, using the weapon hand, strike the suspect in the face area with the heel of your hand (**Figure 3.5.**). ***NOTE*:** A follow-up technique would be to apply an arm bar after the face smash.

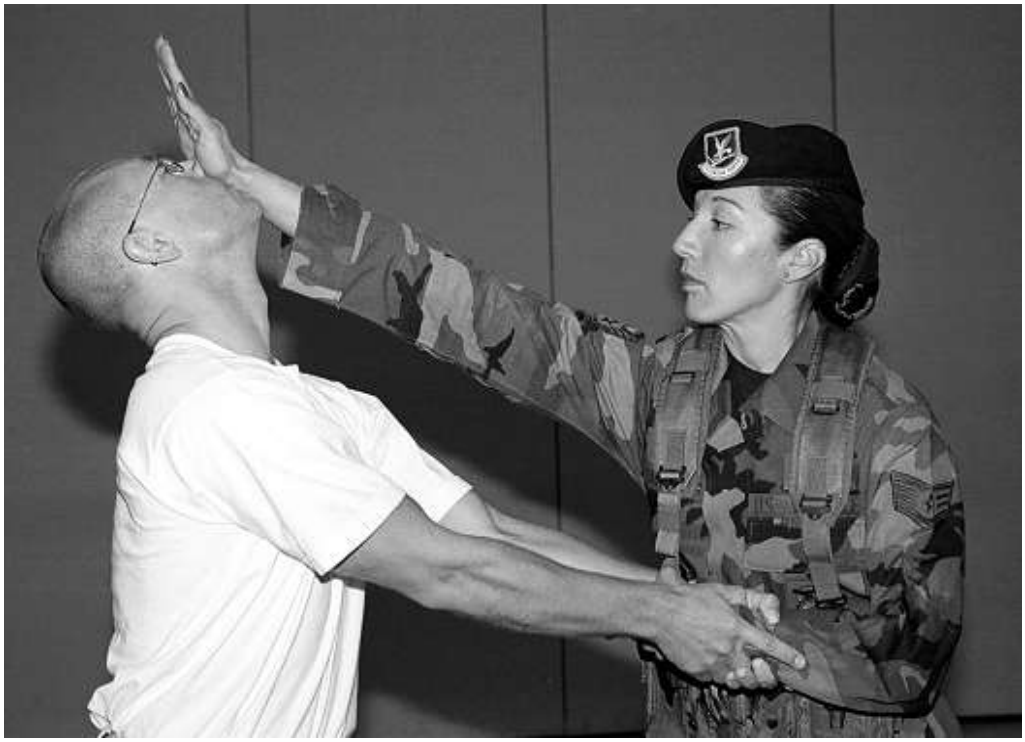
Figure 3.5. One Hand Arm Grab with Face Smash.

3.2.3. **Two Hand Grab with Face Smash.**

3.2.3.1. STEP 1. Grab the attacker's wrist with the same hand the attacker grabbed.

3.2.3.2. STEP 2. Step forward with the rear foot in the direction of the attacker. Then, using the weapon hand, strike the suspect in the face area with the heel of your hand (**Figure 3.6.**). ***NOTE*:** An alternative technique would be to apply an arm bar after the face smash.

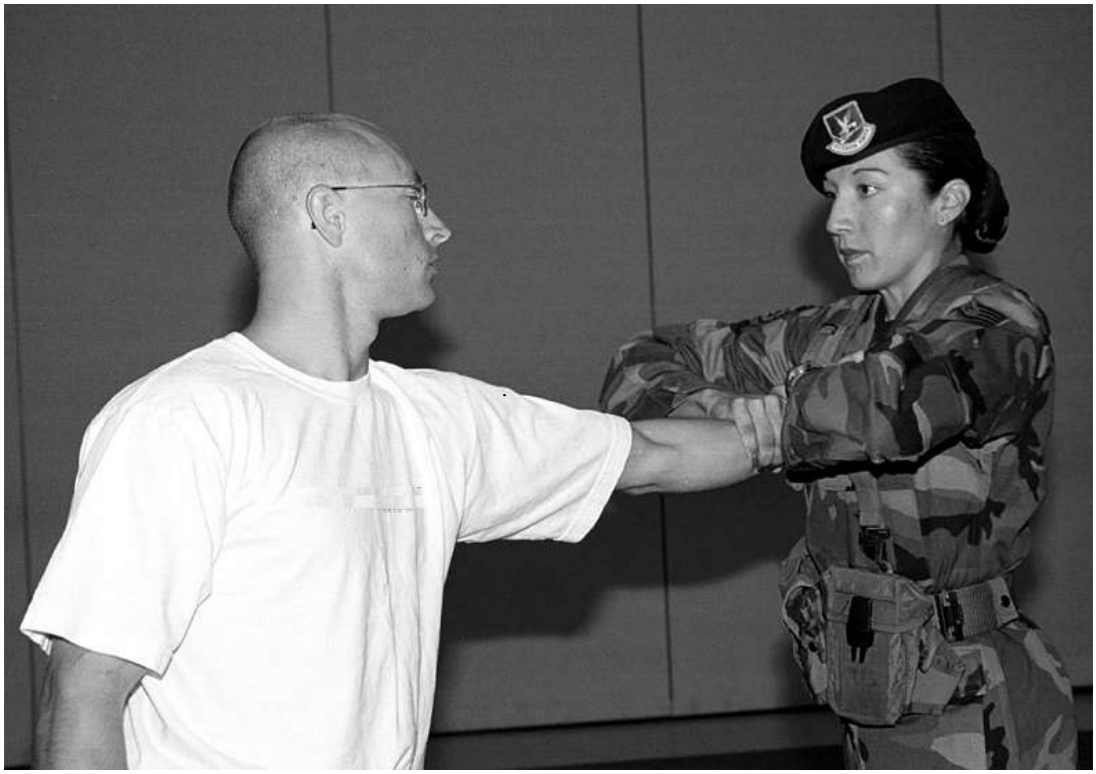
Figure 3.6. Two Hand Grab with Face Smash.



3.2.4. **Chest Grab.**

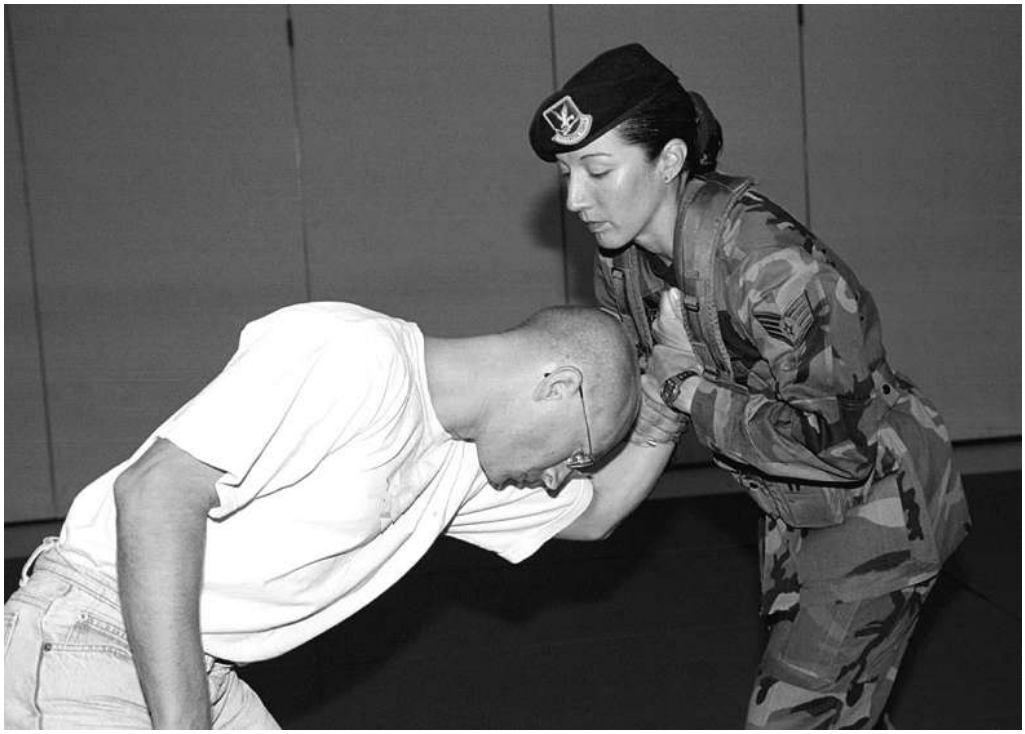
3.2.4.1. STEP 1. When being pushed/grabbed, you must quickly "trap" the suspect's hand. This "trap" is accomplished by grabbing the suspect's arm below the elbow, your palms down, thumbs down, and trapping their hand on your chest (**Figure 3.7.**).

Figure 3.7. Chest Grab.



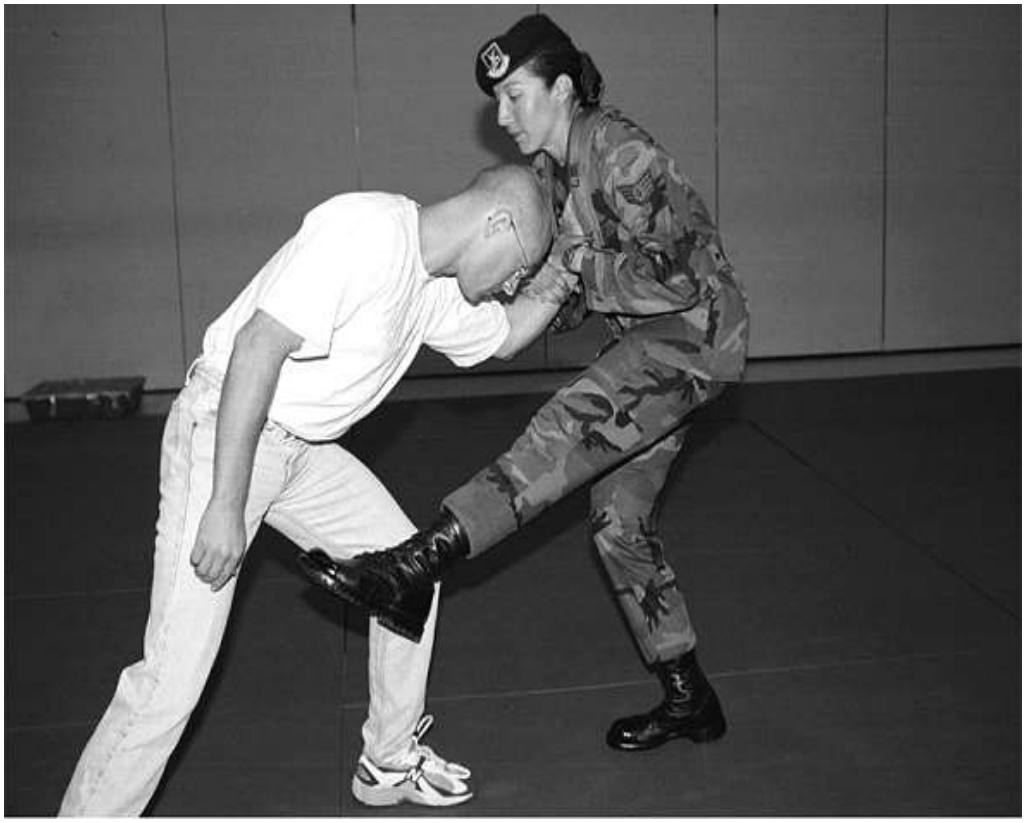
3.2.4.2. STEP 2. Press the suspect's hand firmly against your chest, take a step to the rear and bend forward slightly (**Figure 3.8.**).

Figure 3.8. Chest Grab.



3.2.4.3. STEP 3. Deliver a football style kick to the suspect's groin area (**Figure 3.9.**). ***NOTE*:** An alternative technique would be to apply an arm bar after the kick.

Figure 3.9. Chest Grab.



3.2.5. **Hair Grab.**

3.2.5.1. STEP 1. The reaction is similar to the chest push. When grabbed, trap the suspect's hand on your head using both of your hands (**Figure 3.10.**).

Figure 3.10. Hair Grab.

3.2.5.2. STEP 2. Take a step to the rear and tuck your chin into your neck (**Figure 3.11.**).

Figure 3.11. Hair Grab.

3.2.5.3. STEP 3. Deliver a football style kick to the suspect's groin area with the strong foot (**Figure 3.12.**). ***NOTE*:** An alternative technique would be to apply an arm bar after the kick.

Figure 3.12. Hair Grab.

3.2.6. **Rear Grab.** This hold is overcome with a blow to the groin.

3.2.6.1. STEP 1. If a suspect wraps his/her arms around your body and over your arms, bring your hands to waist level and spread your arms out. Immediately assume a crouched position (**Figure 3.13.**).

Figure 3.13. Rear Grab.

3.2.6.2. STEP 2. Make a fist immediately, flex your arms out slightly, crouch down, and look at the suspect's feet (**Figure 3.14.**).

Figure 3.14. Rear Grab.

3.2.6.3. STEP 3. Step forward with the same foot the suspect has forward and pivot your hips away from the suspect's groin area (**Figure 3.15.**).

Figure 3.15. Rear Grab.

3.2.6.4. STEP 4. Once you have pivoted, strike the suspect's groin area sharply with the hand nearest that area (**Figure 3.16.**). ***NOTE*:** An alternative technique would be to apply an arm bar after the groin strike.

Figure 3.16. Rear Grab.

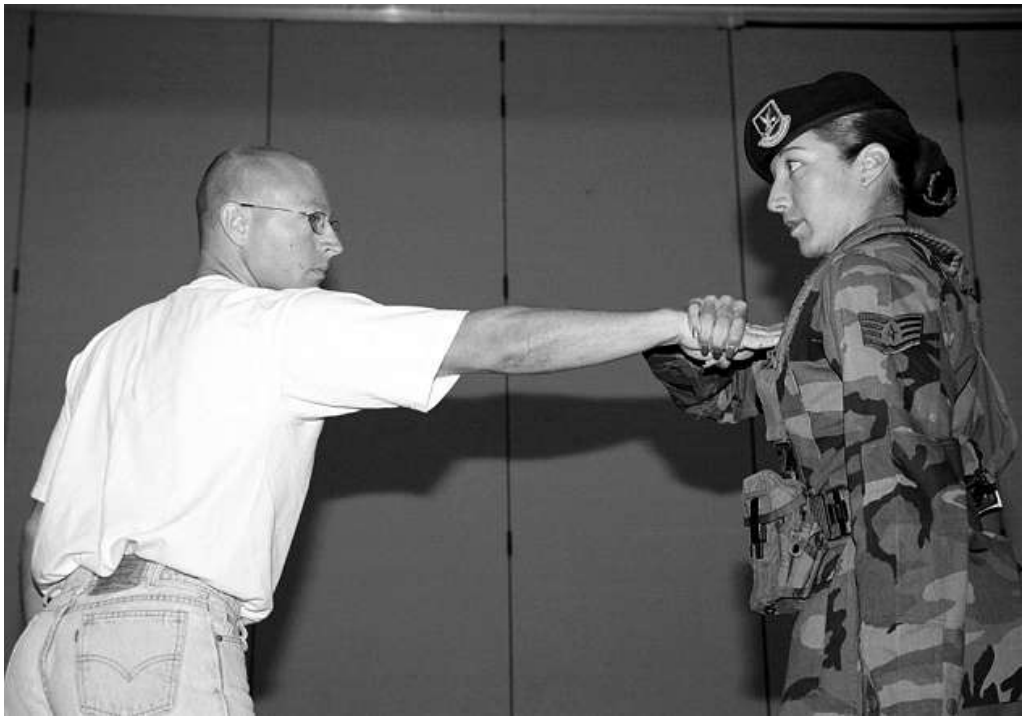
3.3. IKKYO Techniques.

3.3.1. **IKKYO Grip.**

3.3.1.1. STEP 1. Grab the back of the suspect's right hand with your right hand, palm down, or his/her left hand with your left hand.

3.3.1.2. STEP 2. Wrap your thumb around the suspect's thumb, then wrap the remaining four fingers around the suspect's hand (**Figure 3.17.**).

Figure 3.17. IKKYO Grip.



3.3.2. **Two Directions of Pressure.**

3.3.2.1. STEP 1. After placing the suspect in the IKKYO grip, twist the suspect's right/left hand in a clockwise/counterclockwise direction until the elbow is facing straight up (**Figure 3.18.**). Simultaneously pivot on the ball of your weak foot and step back with your strong foot so your feet are aligned with the suspect's and spread your feet one shoulder width apart.

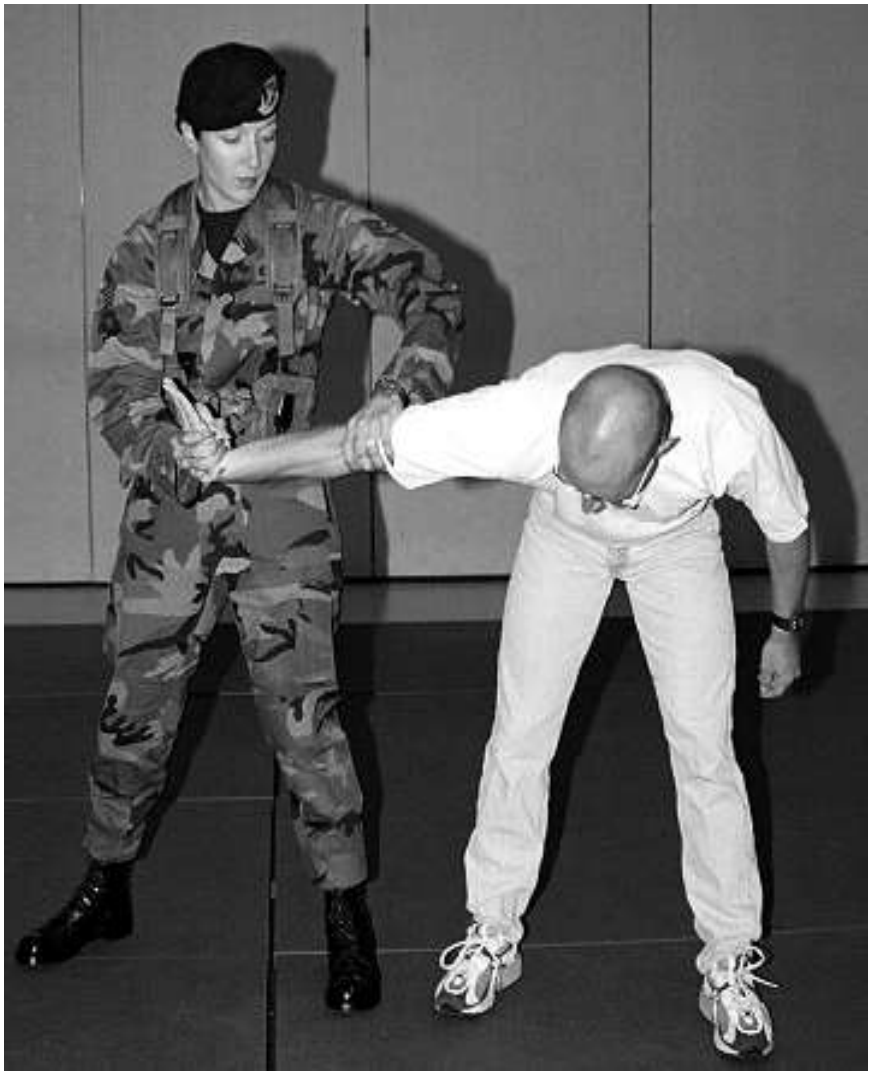
Figure 3.18. Two Directions of Pressure.

3.3.2.2. STEP 2. Place your weak hand directly on top of the suspect's right elbow and push the suspect's hand inward with your strong hand (**Figure 3.19.**).

Figure 3.19. Two Directions of Pressure.

3.3.2.3. STEP 3. Apply downward pressure on the elbow with your weak hand, rotating the elbow joint rearward while pushing inward on the suspect's hand. The suspect's arm should be at waist level and the fingers up (**Figure 3.20.**).

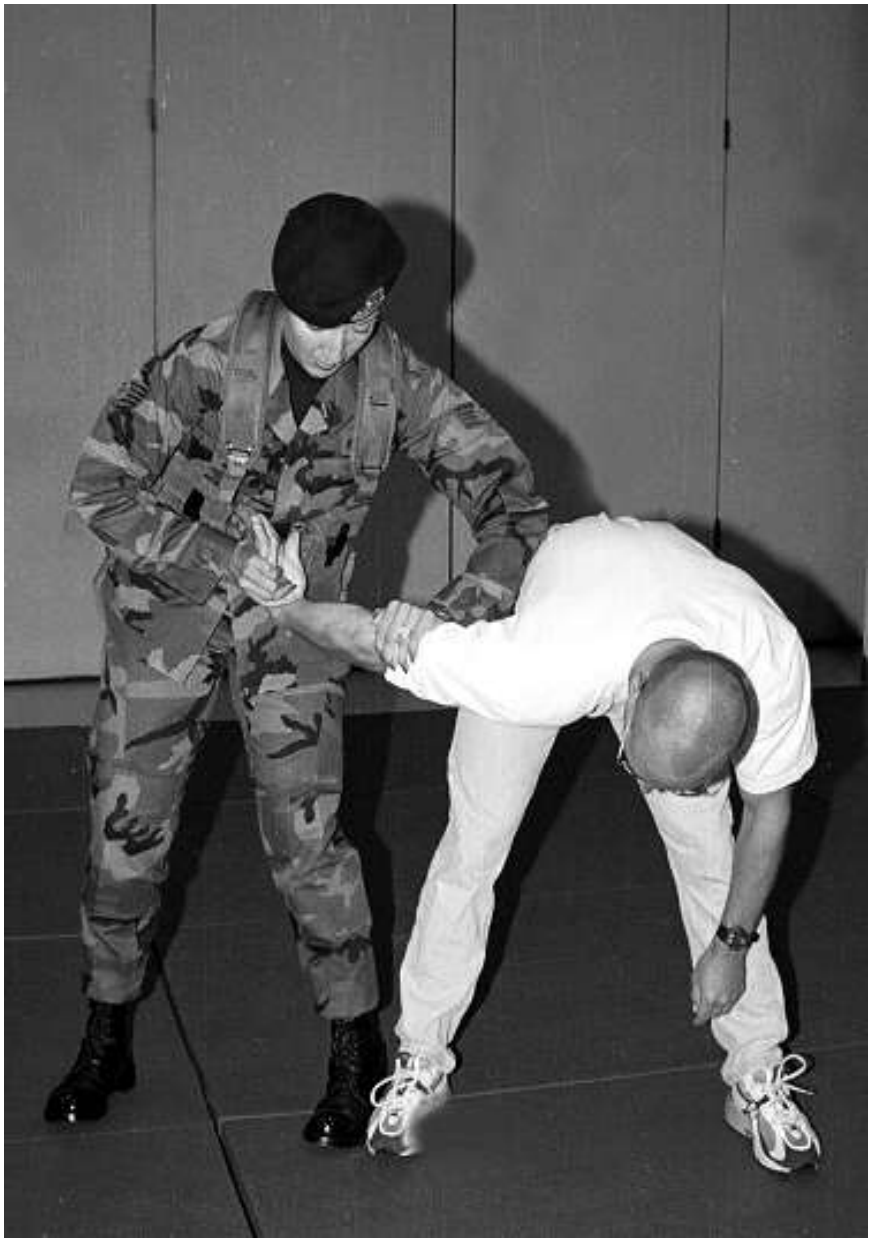
Figure 3.20. Two Directions of Pressure.



3.3.3. **Standing Arm Bar.**

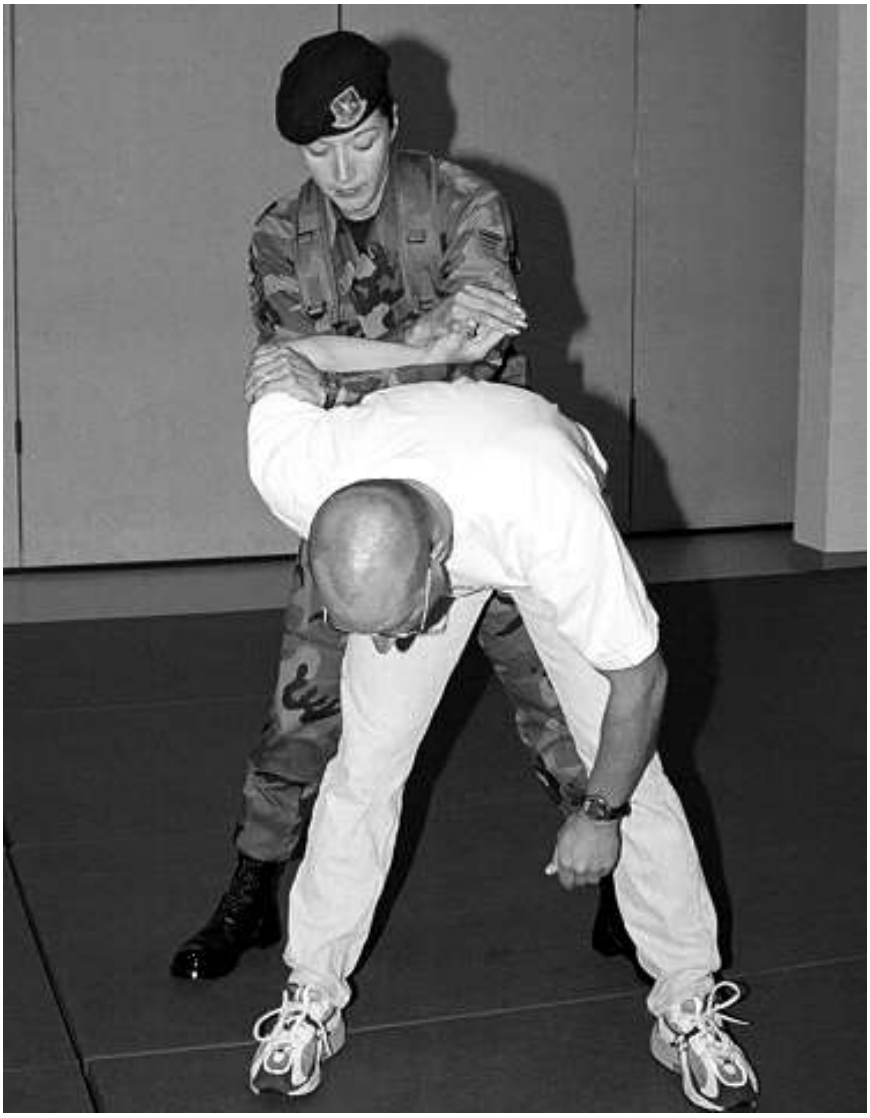
3.3.3.1. STEP 1. After placing the suspect in two directions of pressure, fold his/her hand inward and place his/her wrist over and past the inside of your weak elbow. Remove your thumb from the fold of the suspect's arm and grab their triceps just above the elbow (**Figure 3.21.**).

Figure 3.21. Standing Arm Bar.



3.3.3.2. STEP 2. Move your inside foot to the rear of the suspect's feet and step to the left/right. At the same time, place your elbow into the small of the suspect's back. Do not release the grip on their triceps (**Figure 3.22.**).

Figure 3.22. Standing Arm Bar.



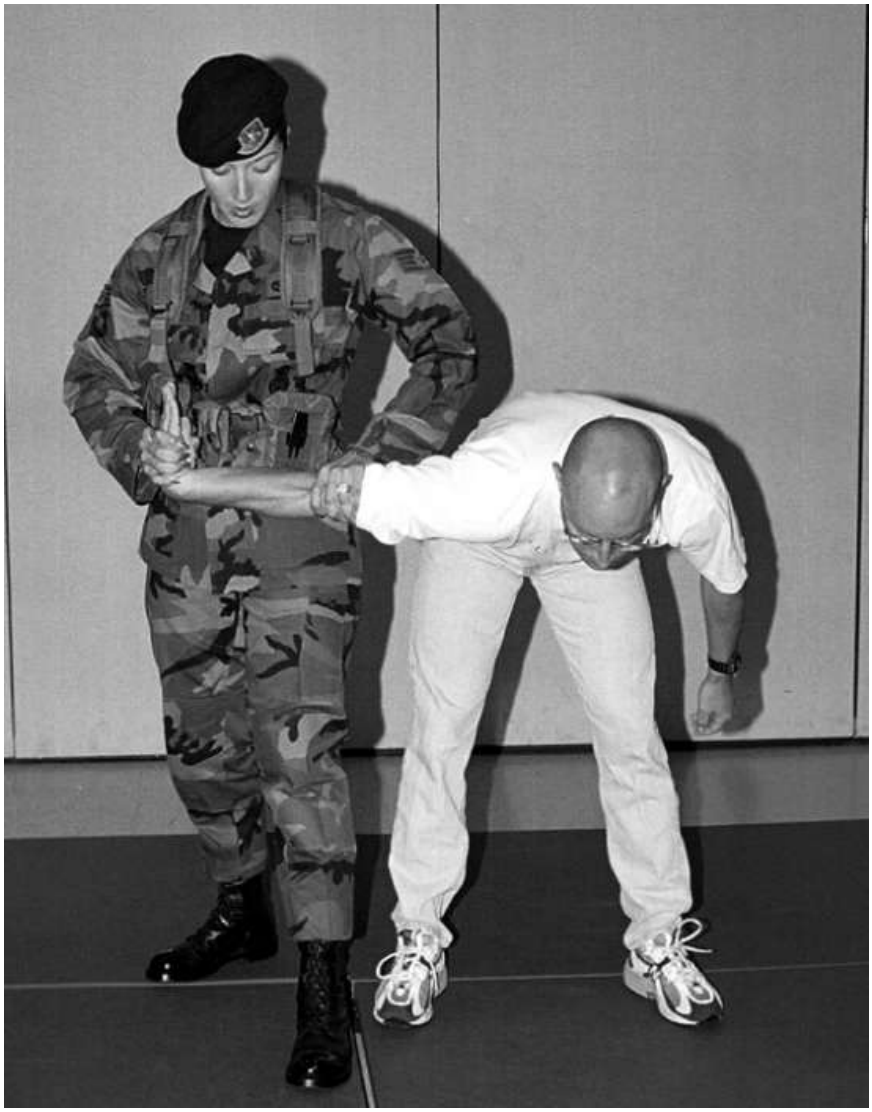
3.3.3.3. STEP 3. Simultaneously place the first two fingers of your strong hand under the suspect's nose and bring his/her head backwards, placing it on your right shoulder (**Figure 3.23.**). Your feet should be outside the suspect's feet, your knees slightly bent, and your back straight for balance. Your chest should be touching the suspect's shoulders, but your pelvic area should not be in contact with their buttocks. ***NOTE*:** If additional control is needed, raise the suspect on his/her toes by applying upward pressure on the suspect's restrained arm while pushing inward and up with the two fingers under their nose.

Figure 3.23. Standing Arm Bar.

3.3.4. **IKKYO Takedown.**

3.3.4.1. STEP 1. Perform the Two Directions of Pressure (**Figure 3.24.**).

Figure 3.24. IKKYO Takedown.



3.3.4.2. STEP 2. Apply straight downward pressure on the elbow while pushing up on the hand. Simultaneously take a small step forward with your weak foot and a large step forward with your outside foot while maintaining control of the suspect's arm (**Figure 3.25.**). Keep the arm parallel to the ground while you drop to your weak knee. Continue to drop the arm parallel until it is on the ground (**Figure 3.26.**). ***NOTE*:** Failure to keep the suspect's arm parallel to the ground may result in an injury.

Figure 3.25. IKKYO Takedown.

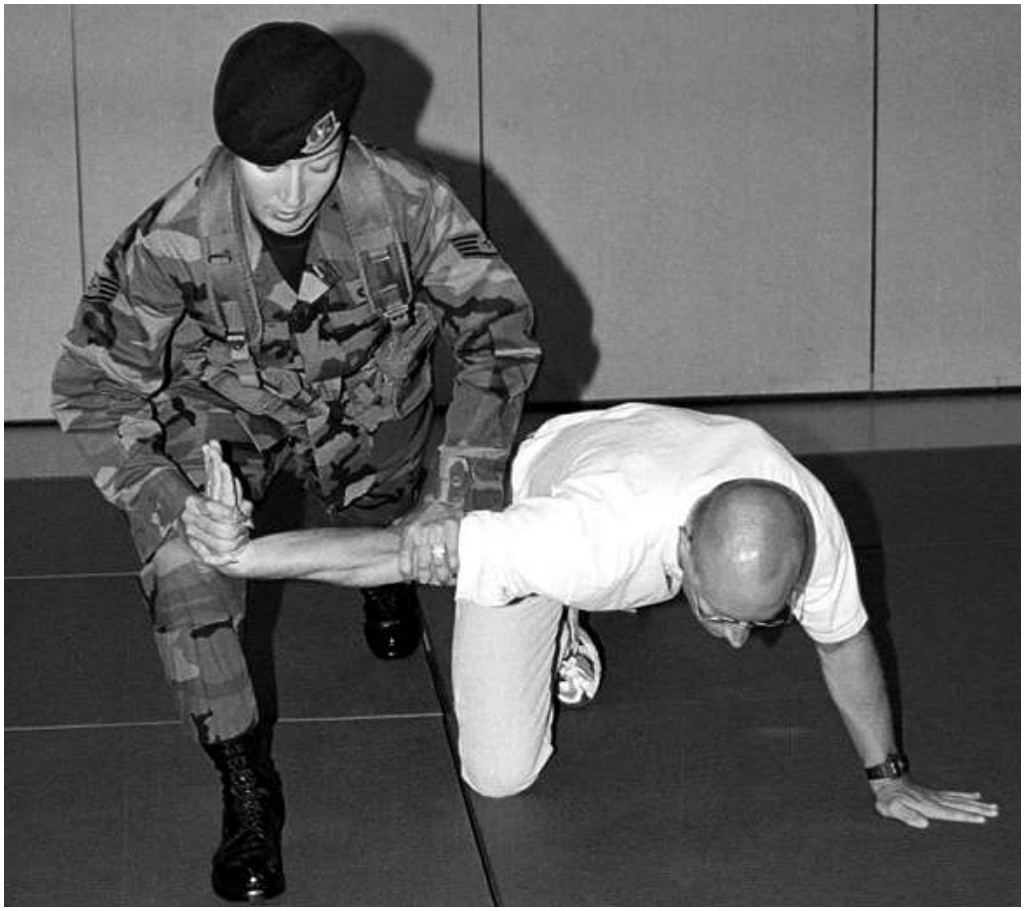
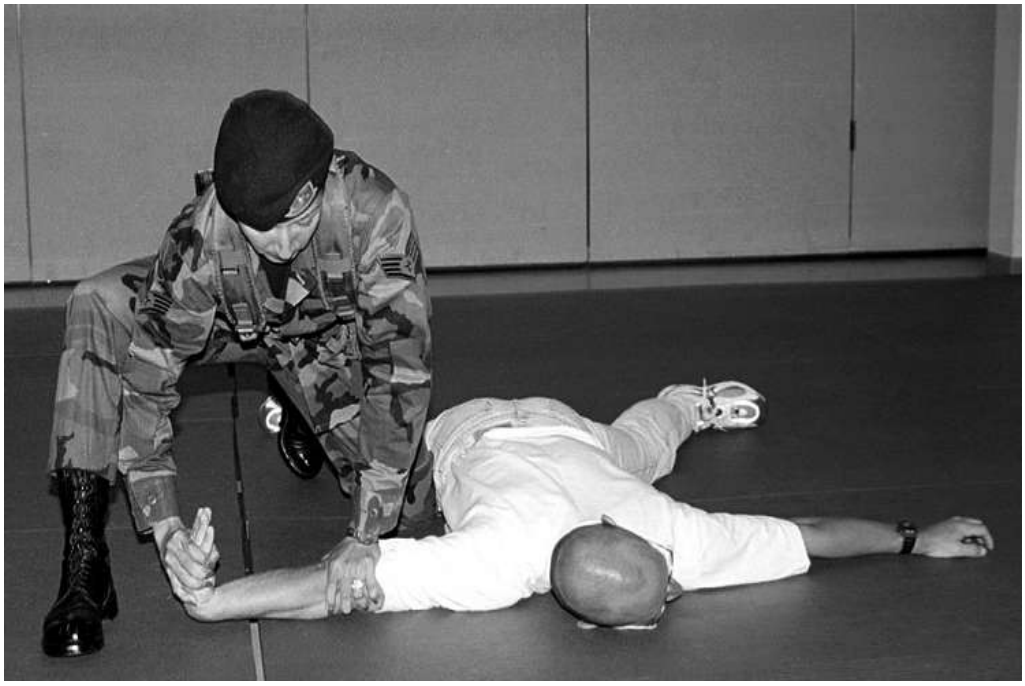


Figure 3.26. IKKYO Takedown.



3.3.4.3. STEP 3. Place your inside knee beside the suspect's waist area and place your outside leg in a balanced kneeling position with your foot flat on the ground (**Figure 3.27.**). ***NOTE*:** This places the suspect in a prone arm bar position.

Figure 3.27. IKKYO Takedown/Prone Arm Bar.

3.3.5. **Prone Arm Bar.**

3.3.5.1. STEP 1. While the suspect is in the prone position, lift the suspect's arm upward bending the suspect's arm at the elbow and rotating it clockwise (**Figure 3.28.**).

Figure 3.28. Prone Arm Bar.

3.3.5.2. STEP 2. Remove your thumb from the fold of the suspect's arm and grab his/her triceps just above the elbow. Place the suspect's wrist over the top and outside of your

weak elbow. Place your elbow with the suspect's wrist/arm in the small of the back (**Figure 3.29.**).

Figure 3.29. Prone Arm Bar.

3.3.5.3. STEP 3. Pivot on the downed knee and place the other knee on the suspect's upper back, below (not on) the neck (**Figure 3.30.**).

Figure 3.30. Prone Arm Bar.

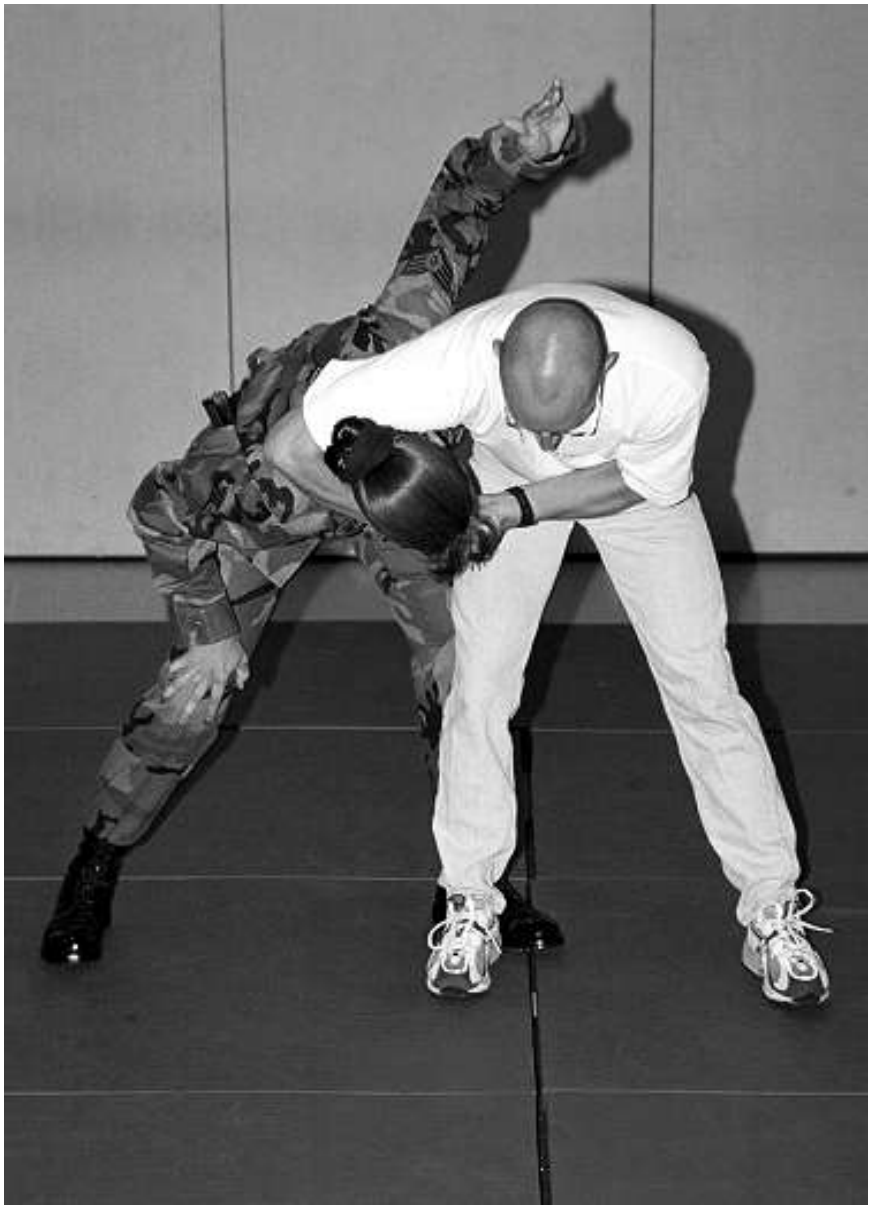
3.3.5.4. STEP 4. Use pain compliance and tell the suspect to place his/her hand on the small of their back. ***NOTE*:** Handcuffing may be accomplished by cuffing the restrained hand first.

3.3.6. **Overcoming a Side Headlock (Figure 3.31.).**

Figure 3.31. Overcoming a Side Headlock.

3.3.6.1. STEP 1. Place your inside foot behind the suspect's inside foot (**Figure 3.32.**).

Figure 3.32. Overcoming a Side Headlock.

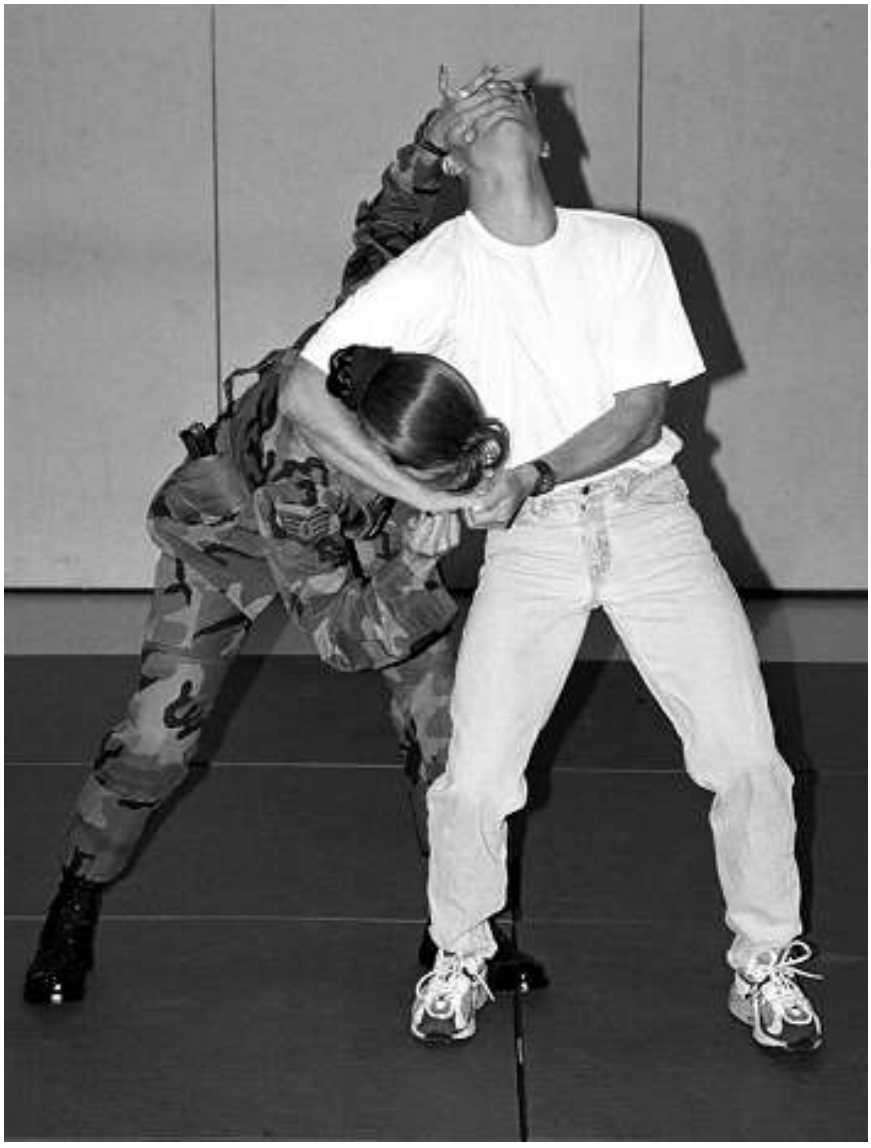


3.3.6.2. STEP 2. Reach over the back of the suspect's closest shoulder with your near hand placing the middle and index finger under the suspect's nose (**Figure 3.33.**).

Figure 3.33. Overcoming a Side Headlock.

3.3.6.3. STEP 3. Force the suspect's head to the rear by applying pressure to the nose and pulling it to the rear (**Figure 3.34.**).

Figure 3.34. Overcoming a Side Headlock.



3.3.6.4. STEP 4. Strike the suspect's groin area with your inside hand or fist (**Figure 3.35.**).

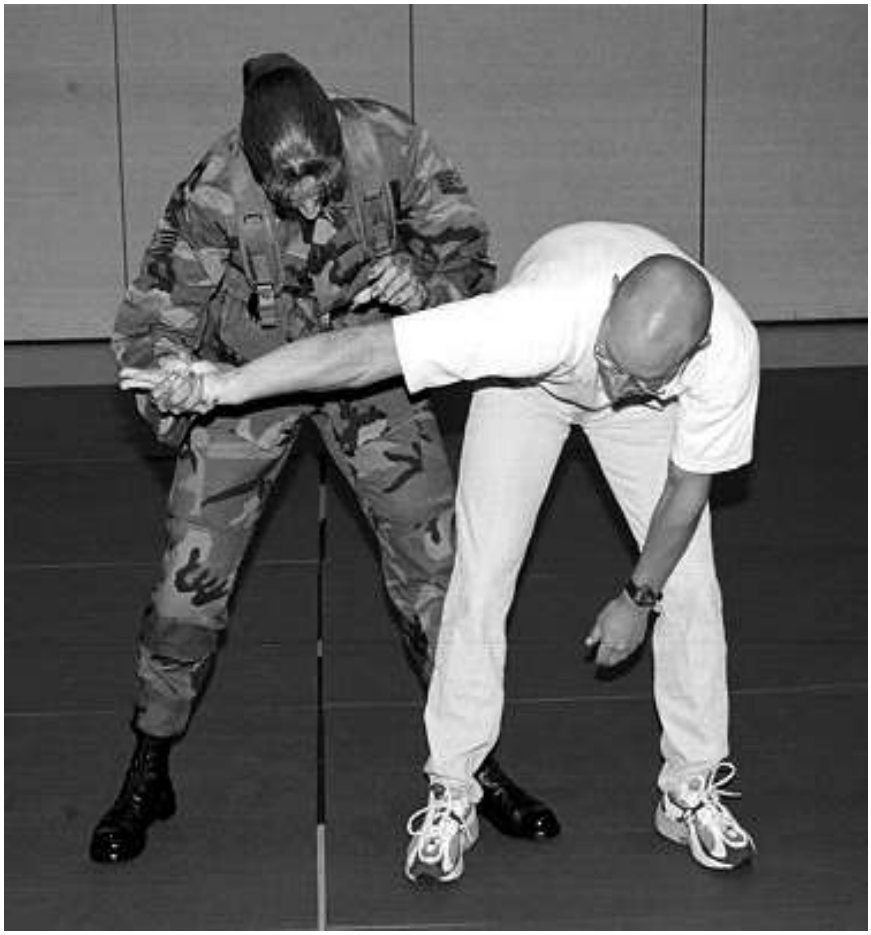
Figure 3.35. Overcoming a Side Headlock.

3.3.6.5. STEP 5. Place your outside hand on the suspect's wrist and pull the suspect's hand away from your neck (**Figure 3.36.**).

Figure 3.36. Overcoming a Side Headlock.

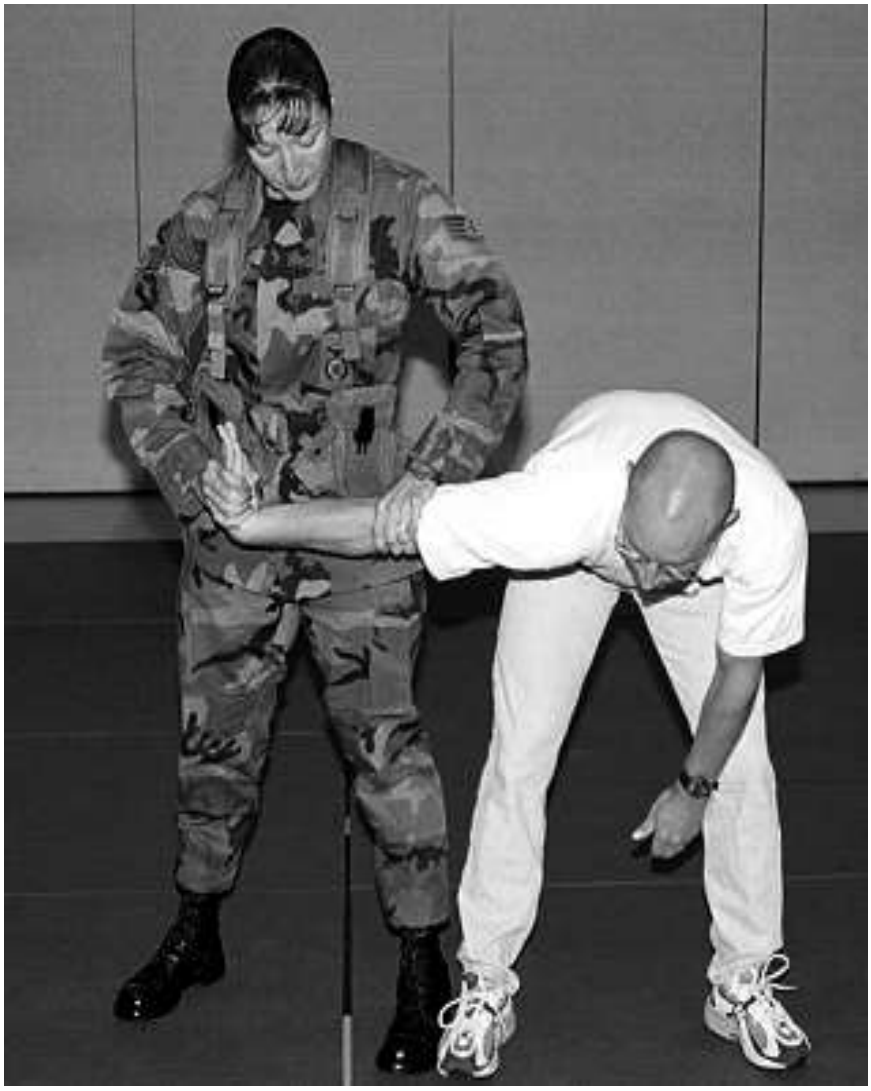
3.3.6.6. STEP 6. Duck your head under the suspect's arm and step back with your inside foot, pulling the suspect's arm downward until it is at waist level (**Figure 3.37.**).

Figure 3.37. Overcoming a Side Headlock.



3.3.6.7. STEP 7. Place the suspect's arm in the two directions of pressure (**Figure 3.38.**).

Figure 3.38. Overcoming a Side Headlock.



3.3.6.8. STEP 8. Fold the suspect's arm into the arm bar.

3.3.7. **Overcoming a Front Choke Hold.**

3.3.7.1. STEP 1. Tense the muscle in your neck and take a short step with your weak foot across your front.

3.3.7.2. STEP 2. Vigorously twisting your upper body to the left or right, sweep your arm in front and strike the suspect's face, forcing the suspect's hands from your throat. Trap the suspect's hands in your armpit (**Figures 3.39., 3.40., and 3.41.**).

Figure 3.39. Overcoming a Front Choke Hold.

Figure 3.40. Overcoming a Front Choke Hold.

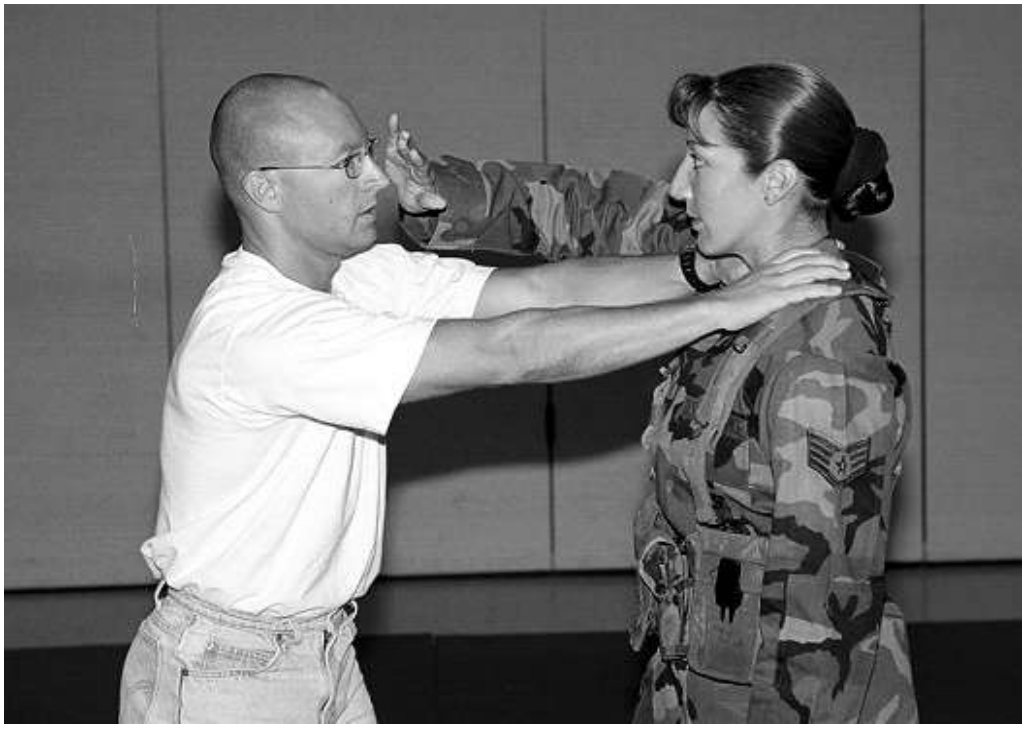
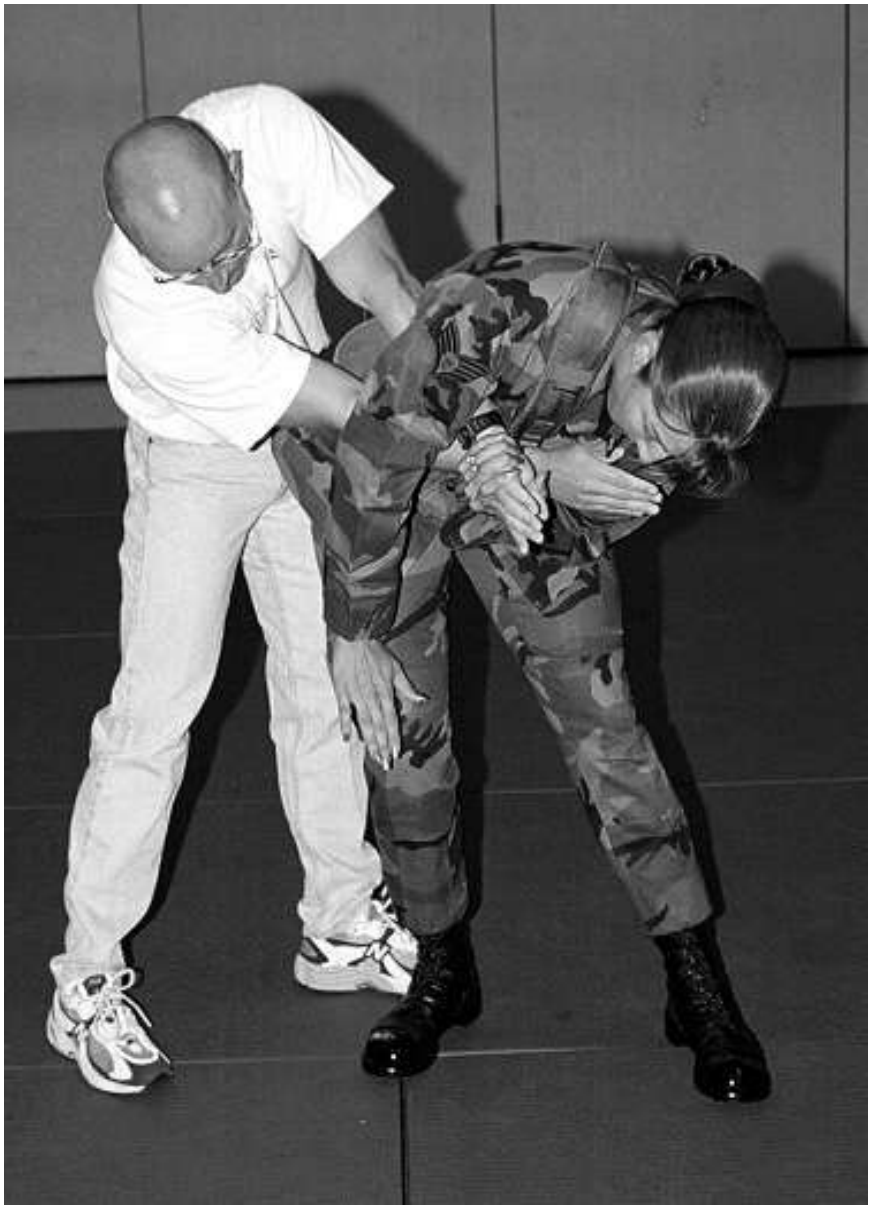


Figure 3.41. Overcoming a Front Choke Hold.

3.3.7.3. STEP 3. Grab the back of the suspect's wrist with your free hand. Grab the same hand of the suspect that you are using to grab, i.e., your left hand grabs the suspect's left hand (**Figure 3.42.**).

Figure 3.42. Overcoming a Front Choke Hold.



3.3.7.4. STEP 4. Place the suspect's arm into two directions of pressure (**Figure 3.43.**).

Figure 3.43. Overcoming a Front Choke Hold.

3.3.7.5. STEP 5. Place the suspect in a standing arm bar.

Chapter 4

WEAPONS RETENTION

4.1. Weapons Retention Techniques. These techniques are designed to stop a suspect who is attempting to take your weapon away from you. These techniques should be executed quickly and with sufficient force to ensure the suspect will fail.

4.1.1. **Lower Forearm Block.** This technique is used to prevent an attempt to remove the weapon from your holster (suspect approaching from the rear) (**Figure 4.1.**).

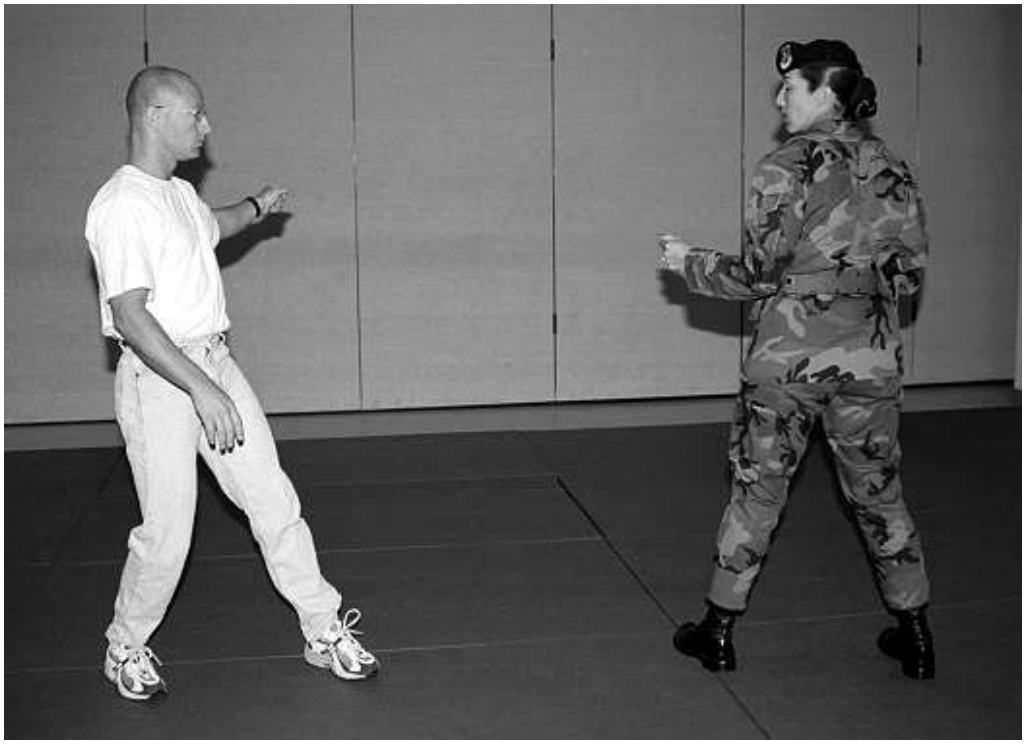
Figure 4.1. Lower Forearm Block.

4.1.1.1. STEP 1. As the suspect approaches from the rear and attempts to reach for your weapon with either or both hands, make a tight fist with your weapon hand and swing it down and to the rear at a 45-degree angle striking the suspect's extended arm(s) with your forearm.

Figure 4.2. Lower Forearm Block.

4.1.1.2. STEP 2. Simultaneously pivot on the ball of your weak foot and swing your strong leg to your rear 180-degrees following the direction of the swinging arm. You are now facing the suspect (**Figure 4.3.**).

Figure 4.3. Lower Forearm Block.



4.1.1.3. STEP 3. Using an authoritative tone of voice, talk the suspect into the ground handcuffing position while continuing to observe the suspect until such time as your backup can secure the suspect with handcuffs.

4.1.2. **Rear Wrist Lock #1 (Strong Hand Grab).** This technique is designed to prevent a suspect from removing your weapon from the rear. The assumption is that the suspect will grab your weapon with the same hand as your shooting hand (**Figure 4.4.**).

Figure 4.4. Rear Wrist Lock #1 (Strong Hand Grab).

4.1.2.1. STEP 1. As the suspect grabs the butt of the weapon, place your hand palm down on top of the grabbing hand as though you were going to draw the weapon. Push down hard to prevent the suspect from lifting the weapon (**Figure 4.5.**).

Figure 4.5. Rear Wrist Lock #1 (Strong Hand Grab).

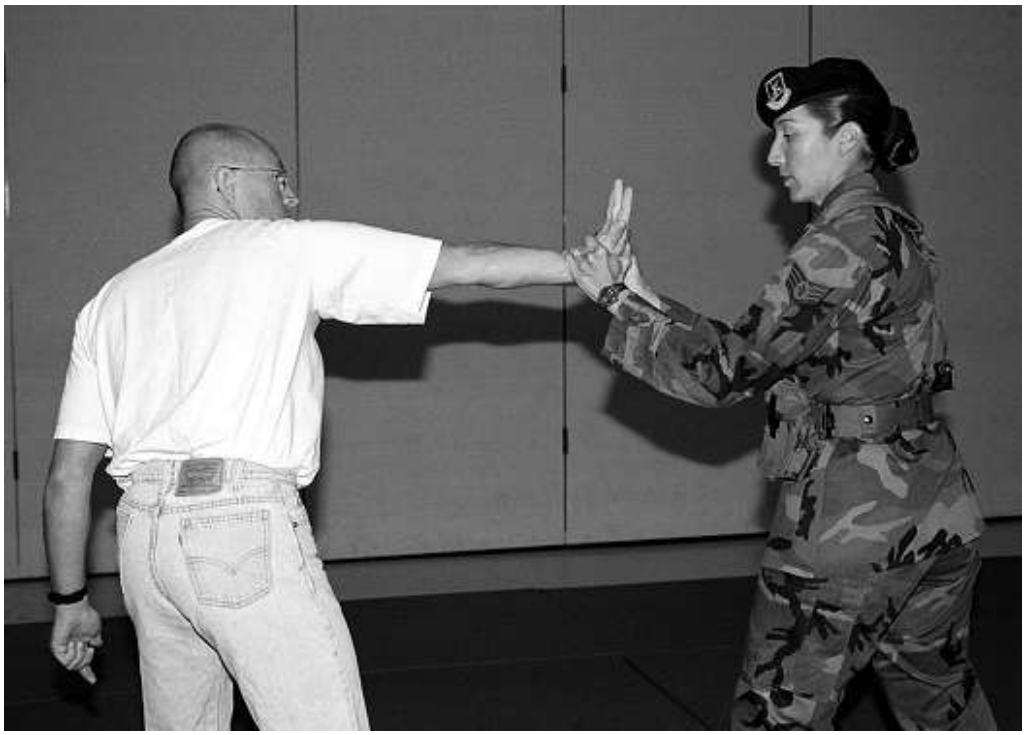
4.1.2.2. STEP 2. At the same time, place your weak hand (palm down) over the holster flap. At this point you should be pressing down with both hands to prevent removal of the weapon from the holster (**Figure 4.6.**).

Figure 4.6. Rear Wrist Lock #1 (Strong Hand Grab).

4.1.2.3. STEP 3. Continue pushing down with the weak hand as you curl the fingers of your weapon hand into the palm of the suspect's gripping hand, weapon thumb pressing into the webbing between the thumb and index finger of the suspect's hand.

4.1.2.4. STEP 4. Continue pushing down with the weak hand as you twist the suspect's palm outward (as in IKKYO) to your side, causing their wrist to turn, releasing his/her grip from the butt of the weapon (**Figure 4.7.**).

Figure 4.7. Rear Wrist Lock #1 (Strong Hand Grab).



4.1.2.5. STEP 5. As the wrist is turned, take a short sliding step forward with your weak foot then pivot on the ball of your weak foot and swing your strong leg to your rear 180-degrees as you face the suspect and withdraw your weapon side away from the suspect.

4.1.2.6. STEP 6. At this point the weak hand can be released from the weapon and placed alongside the weapon hand to increase the pressure on the suspect's wrist by pushing hard against the back with your thumbs. The fingers of the weak hand will grab the palm of the suspect, and the thumb of the weak hand will be on the back of the suspect's hand alongside your strong thumb. ***NOTE*:** At this point the fingers on the suspect's locked hand will point straight up.

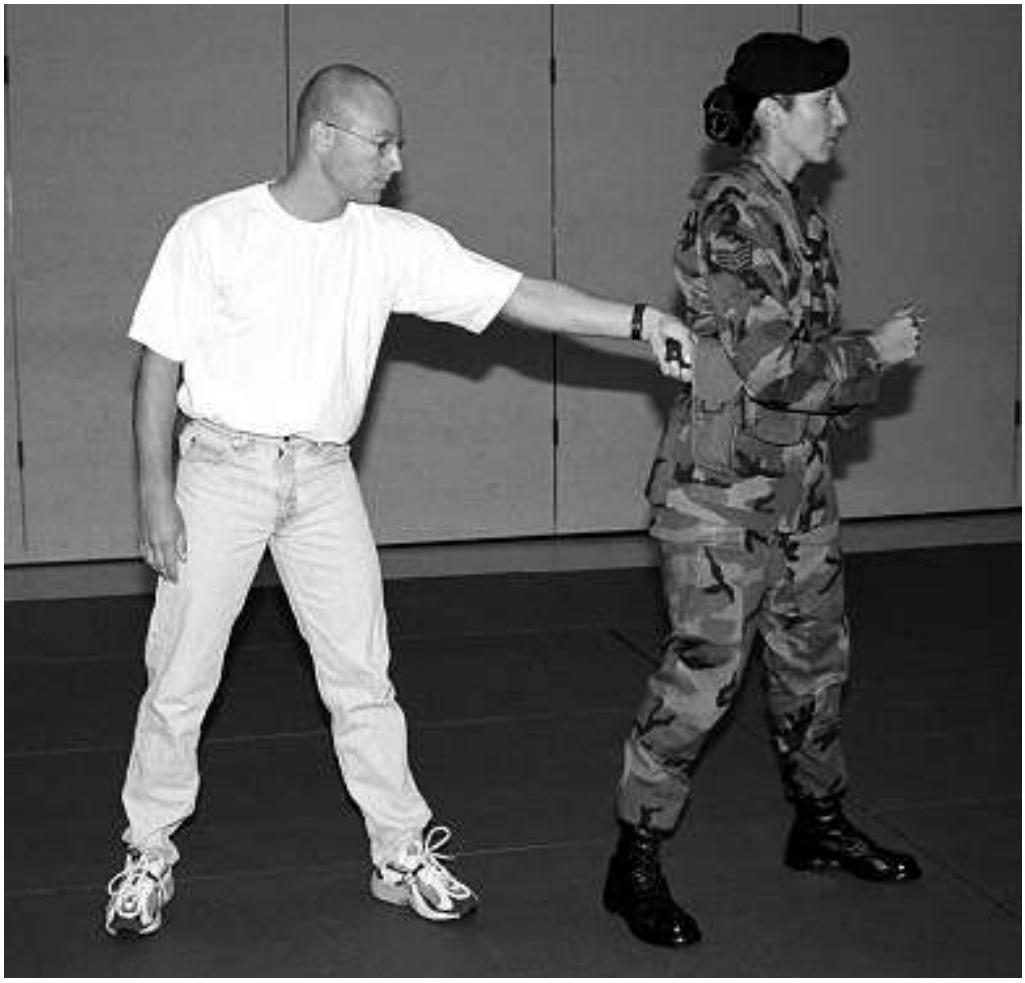
4.1.2.7. STEP 7. As you grip the suspect's hand with both your hands, apply extreme pressure against his/her wrist with both of your thumbs. Increase pressure on the wrist until the suspect's shoulder is below your hand level.

4.1.2.8. STEP 8. At this point push off from the suspect (**Figure 4.8.**) ***NOTE*:** Repeat step 3 when employing the lower forearm block.

Figure 4.8. Rear Wrist Lock #1 (Strong Hand Grab).

4.1.3. **Rear Wrist Lock #2 (Weak Hand Grab).** This technique is to be used if a suspect grabs the butt of your weapon from the rear with the hand opposite your shooting hand (**Figure 4.9.**).

Figure 4.9. Rear Wrist Lock #2 (Weak Hand Grab).



4.1.3.1. STEP 1. Repeat steps 1 through 3 for the rear wrist lock #1 (strong hand grab) (**Figure 4.10.**).

Figure 4.10. Rear Wrist Lock #2 (Weak Hand Grab).

4.1.3.2. STEP 4. Grasping the thumb and twisting the suspect's hand palm up and rearward at a 45-degree angle from his/her shoulder (**Figure 4.11.**). Bring the weak hand up to mirror the strong hand pushing down hard on the suspect's hand. At the same time step back with your strong foot, pivot on your weak foot, and force the suspect to the ground (**Figure 4.12.**).

Figure 4.11. Rear Wrist Lock #2 (Weak Hand Grab).

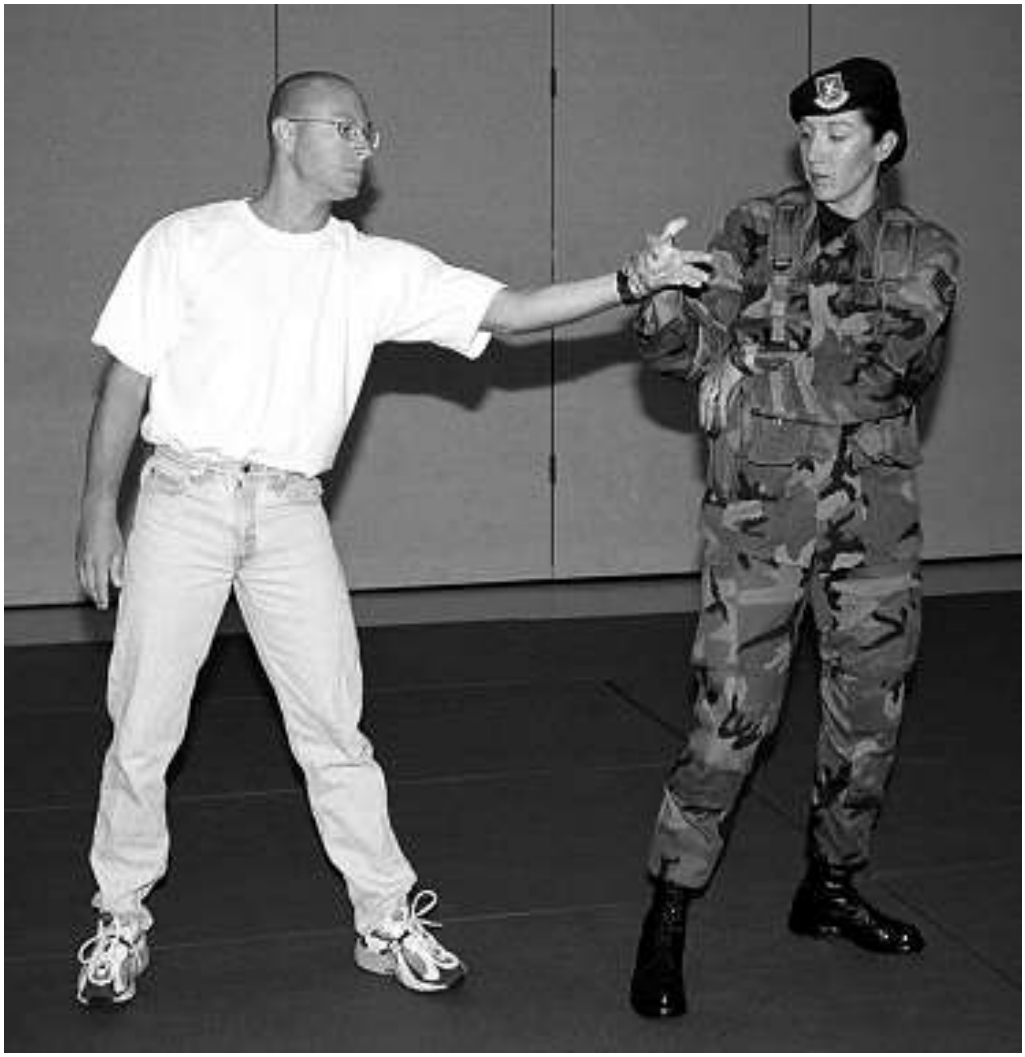
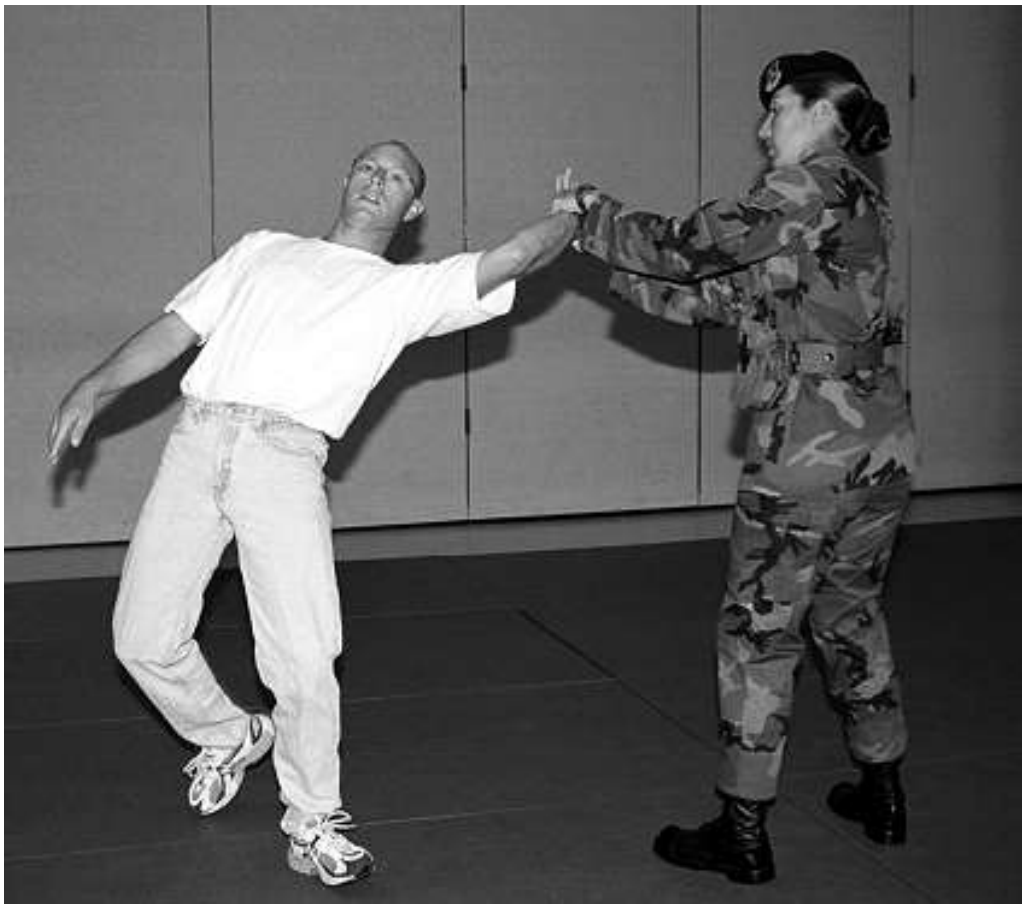


Figure 4.12. Rear Wrist Lock #2 (Weak Hand Grab).



4.1.3.3. STEP 5. After the suspect is taken to the ground, push off. ***NOTE*:** Repeat step 3 when employing the lower forearm block.

Chapter 5

USE OF OLEORESIN CAPSICUM (OC) PEPPER SPRAY

5.1. Introduction. Thorough training in the use of OC spray is critical. Training enhances the spray's effectiveness, protects both the user and the Air Force against liability, and ensures the safety of the user and the subject. Comprehensive training should go beyond the technical application to include physiological reactions, legal issues (use of force guidelines), tactical issues, and applications. MAJCOMs develop procedures for reporting use and accounting for/inventory of OC spray. Units document all pepper spray training. Generally, you can expect to use OC spray when the subject's actions are located within the resistant (active) portion of the UFM. MAJCOMs in overseas areas must coordinate with the local SJA to ensure its use does not violate any status of forces agreements. ***NOTE*:** Any OC spray field units purchase/use must be an Air Force approved product.

5.2. Characteristics. Oleoresin capsicum (OC), commonly called pepper spray, is a highly concentrated form of peppers or similar synthetic and a naturally occurring inflammatory agent affecting the mucous membranes of humans and animals. It comes from the oily resin of cayenne and other varieties of peppers used in spicy foods. When applied to the face, OC causes swelling of the mucous membranes, involuntary closing of the eyes, gagging, coughing, shortness of breath, and an intense burning sensation on exposed skin. Typically, persons sprayed with OC involuntarily drop to their knees. OC is consistently effective against persons with reduced sensitivity to pain, such as those under the influence of PCP or other drugs. Symptoms are temporary, but may last up to 45-minutes when left untreated. OC spray is available in two forms, water based or alcohol based. Although the alcohol-based product is hazardous when used near flame or spark producing devices, it is the standard for Air Force use as it is normally useable in the temperature ranges we normally encounter.

5.3. Storing OC Spray.

5.3.1. Do not store OC Spray near a heat source or open flame.

5.3.2. Do not store OC Spray at temperatures above 120-degrees Fahrenheit as this may cause the canister to leak or burst.

5.3.3. Do not expose OC Spray units to temperatures below 32-degrees Fahrenheit for long periods (see manufacturers manual for details) as this may cause slower discharge from the canister and weaken the effectiveness of the spray.

5.4. Training. Initial and annual (not to exceed 12 months) refresher training on OC Spray is mandatory for those armed with it. All Security Forces members will be trained on pepper spray prior to carrying it while on duty. Use this manual for training source material.

5.4.1. **Initial Training.** Initial training must address all topics in this chapter. Cap Stun Model T-305 is the mandatory unit for training. It has the same delivery and performance features as all Air Force approved OC products with the exception of the active ingredient. ***NOTE*:** Security Forces members will be sprayed with an active agent, see Attachment 2 A2.16, as part of initial certification training. This serves a twofold purpose. First it provides an understanding of what it is like to get sprayed with OC. Second it makes Security Forces

members aware of what they have to contend with should they be sprayed by an attacker or get the OC on themselves when spraying a suspect.

5.4.2. **Annual Training.** Recertify the training annually (not to exceed 12 months) during the standardization evaluation process or IAW locally developed training plans. ***NOTE*:** Spraying Security Forces members with an active agent is only required once during their career. It is not required during annual (not to exceed 12 months) certification if the Security Forces member was previously sprayed. It is required during annual (not to exceed 12 months) training if the Security Forces member was never sprayed during any previous training.

5.4.3. **Documenting Training.** Units must document all OC Spray training (initial and annual refresher training) on the AF Form 1098, *Special Task Certification and Recurring Training*.

5.4.4. **Instructors.** Initial certification and certification upon each subsequent permanent change of station must be by a graduate of the Principles of Instruction or Basic Instructor Course (BIC). Alternatively, individuals graduating the Inter-service Non-lethal Individual Weapons Instructor Course (INIWIC), FLETC, or other master instructor certification course, may instruct the class. All other annual (not to exceed 12 months) certification may be by a supervisor, trainer, combat arms individual, or quality control evaluator who is currently certified. These personnel must use this manual and the lesson plan posted on the Air Force Security Forces Center website at http://afsf.lackland.af.mil/. ***NOTE*:** MAJCOMs and local commanders may set more stringent certification criteria.

5.5. OC Spray Utilization. The holstered/hooded unit should be positioned tactically on the Security Forces member's belt IAW local policy or per individual preference if no local policy exists. When you place the holster on your belt, ensure it is not close to other equipment that could press against the trigger when you sit down or perform normal duties. ***NOTE:*** MAJCOM's and local commanders may establish local procedures and policies for carrying OC Spray, Taser, and the baton.

5.5.1. **Pre-utilization Actions.** You should gain a tactical position relative to the subject once a suspect is perceived as a resistant (active) subject (third level on the UFM.

5.5.1.1. You should indicate to other Security Forces present by sign or code word that OC is about to be dispersed.

5.5.1.2. Consider the environment. Many OC sprays use isopropyl alcohol as the propellant and should not be used near an open flame or spark source. Isopropyl alcohol within controlled environments does not cause flammability problems. However, just as in any other commercially available household aerosol, the spray should not be used at close range directly toward sparks or flames.

5.5.2. **Utilization Actions.** Remove the canister from the holster and hold firmly in the upright position.

5.5.2.1. From a range of 6 to 8-feet, ideally, the Security Forces member should hold the unit close to his/her upper chest and target the suspect's eyes. At this distance, the spray pattern will be approximately 32-inches.

5.5.2.2. Direct one-second bursts at the suspect's facial area (e.g., eyes, nose, and mouth). The OC Spray pattern delivers a full cone mist pattern rather than a solid stream. Due to the relatively short range of pepper spray and close proximity to the suspect, exercise extreme caution.

5.5.2.3. If used in a crowded area, be conscious of the effects of overspray on bystanders. Ideally, position yourself upwind of the suspect. Avoid traveling through areas recently contaminated with pepper spray.

5.5.2.4. Be aware that continuous spraying will dilute the formulation and decrease effectiveness.

5.5.2.5. If the spray is effective, you should notice disorientation, closing of the eyes, difficulty breathing, loss of motor control, and complaints of intense burning within about 2 to 3 seconds.

5.5.2.6. During this period, you should continue to communicate with the suspect and employ additional controlling directives.

5.5.2.7. Once the subject is debilitated, move in and establish a hand rotation position on the suspect. ***NOTE*:** Be aware of residual OC remaining on the subject and how it may affect your ability to handle the subject.

5.5.2.8. If noncompliance persists, continue the hand rotation technique until full compliance is realized and the handcuff/searching process can be initiated.

5.6. Lethality Issues. Although suspects have died after being sprayed with pepper spray, OC Spray was not implicated as a lethal factor. These deaths share several common elements. All suspects were combative and resisted apprehension. Drugs and/or alcohol were a factor in most cases. Restraint techniques were employed after using pepper spray. Also, research shows four conditions that account for the majority of custody related deaths: positional asphyxia, cocaine intoxication, excited delirium, and neuroleptic malignant syndrome. These factors must be considered when placing a suspect in custody.

5.6.1. **Positional Asphyxia.** Positional asphyxia occurs when respiration is interrupted due to the position of the body. Accordingly, suspects should remain in an upright, seated position. Prone restraint techniques can have sudden lethal consequences. Avoid placing a restrained suspect face down.

5.6.2. **Cocaine Intoxication.** Cocaine stimulates both the central nervous and cardiovascular systems. It constricts the blood vessels, elevates heart rate, raises blood pressure, and increases body temperature. These factors can cause hemorrhage, stroke and kidney and intestinal failure.

5.6.3. **Excited Delirium.** Excited delirium induced by cocaine manifests itself as impaired thinking, disorientation, hallucinations, and illusions. Suspects suffering from this condition are often violent and unpredictable.

5.6.3.1. Excited delirium is usually regarded as a potentially lethal medical emergency. Symptoms include intense paranoia, followed immediately by violent and bizarre behavior. Sufferers often display violence against glass objects, strip off their clothing, run, and scream uncontrollably.

5.6.3.2. Treat these suspects with extreme caution. They can become very violent. Restrain suspects exhibiting these symptoms and promptly transport them to a medical facility.

5.6.4. **Neuroleptic Malignant Syndrome.** Neuroleptic malignant syndrome is characteristically similar to excited delirium and generally occurs in psychiatric patients who are taking medication. Physical exhaustion, dehydration, and organic brain disease are additional symptoms. Stress associated with apprehension can exacerbate this condition.

5.6.5. **Considerations.** Awareness and recognition of risk indicators is necessary to ensure the safety of suspects in custody. Provide continuous monitoring and observation of suspects displaying any of the indicators discussed above. Avoid the use of prone restraint techniques on suspects displaying these danger signs.

5.7. Post-Use Care. Once the subject has been sprayed and secured, act to calm the suspect through verbal commands/directions: "You have been sprayed with OC Spray, follow my instructions."

5.7.1. **Immediate Actions.** Remove the suspect to an uncontaminated area as soon as practical.

5.7.1.1. Any suspect sprayed with OC must be transported to a medical treatment facility, as soon as practical, for attention by a health care professional. Medical personnel should be contacted to conduct transport. However, if it is impractical/impossible for medical personnel to transport the suspect, two Security Forces personnel may conduct the transport.

5.7.1.2. Once cleared by a health care professional, transport the subject to a holding facility. One of the transporting Security Forces members should continue to directly monitor the sprayed suspect during the entire course of transport.

5.7.1.3. Upon arrival at the Security Forces facility, the receiving Security Forces should be advised the suspect has been sprayed with OC Spray.

5.7.1.4. The suspect should be continually monitored for a minimum of one hour from the time of the initial exposure to OC Spray. During this period, the subject should be encouraged to talk and express the nature of the effects of the OC Spray to better monitor the suspect.

5.7.2. **Emergency Actions.** Emergency personnel should be called if during the monitoring period the suspect displays any of the following.

5.7.2.1. Complaint of a previous respiratory condition.

5.7.2.2. Loss of consciousness.

5.7.2.3. Stops breathing.

5.7.2.4. Suddenly becomes incoherent.

5.7.2.5. Begins to hyperventilate.

5.7.2.6. Shows any signs of sickness.

5.7.2.7. Continues to have adverse effects from the OC Spray after three hours.

5.7.3. **Contaminated Areas.** Move other personnel exposed to the agent to fresh air as soon as possible and flush contaminated areas with large amounts of water. Remove contact lenses and contaminated clothing, and wash thoroughly before reuse. Do not apply salves, creams, oils or lotions to the skin as they trap the irritant. Seek medical attention if irritation persists.

5.8. Use of OC Spray Against an Officer. If you as a Security Forces member are confronted by a suspect utilizing OC Spray as a weapon, realize this suspect can be perceived as an assaultive suspect depending on your assessment of risk potential. Initially, increase your distance from the suspect.

5.8.1. Use the non-weapon hand to attempt to shield your face, tip your head forward, or cover your face with your shirt.

5.8.2. Maintain a secure grasp on your holstered weapon as you attempt to prevent debilitating exposure via assaultive countermeasures (kicks, strikes, etc.).

5.8.3. Constantly assess the nature of the attack in order to maintain the proper balance of threat and appropriate design of countermeasures taken.

5.9. Warnings.

5.9.1. Avoid dispensing OC Spray inside a vehicle. The restricted space will drastically increase the effects of the OC Spray. ***NOTE*:** This does not absolutely preclude the use of OC Spray on actively resistant suspects in a vehicle if use is warranted.

5.9.2. Periodically check to ensure the holster hood is locked in place.

5.9.3. Federal Aviation Administration (FAA) and Air Force safety instructions prohibit OC Spray from being carried in the passenger compartment, either on one's person or in carry-on baggage, aboard aircraft engaged in flight operations.

5.9.3.1. Passengers will not carry OC on military aircraft.

5.9.3.2. Transport is allowed on commercial aircraft. According to **49 CFR 175.10 (a) (4) (ii)**, one self-defense spray, not to exceed 118 milliliters (4 fluid ounces) by volume, that incorporates a positive means to prevent accidental discharge, may be carried in checked baggage only.

5.9.3.3. A Security Forces member may pack one OC Spray canister not exceeding 118 milliliters (4 fluid ounces) in personal checked baggage on commercial aircraft. The Security Forces member must declare the OC Spray canister to the airlines when checking baggage.

5.9.4. Weather conditions such as rain and high winds may reduce the effectiveness of OC Spray.

5.9.5. Although OC Spray has been proven effective against animals, studies indicate it is less effective against attack-trained dogs. Dogs sprayed with OC Spray may become more aggressive upon recovery.

5.9.6. Use of OC Spray in certain overseas areas may violate status of forces agreements. ***NOTE*:** In overseas areas, confer with local judge advocates prior to ordering OC Spray.

5.9.7. Avoid accidental contact with eyes, skin or mucous membranes.

5.9.8. Do not puncture or incinerate the can.

5.9.9. Do not spray against the wind.

5.9.10. Keep out of reach of children. OC Spray is not to be handled by minors.

5.9.11. Do not use OC Spray against a suspect aiming a deadly force weapon toward you. In this situation another alternative or a higher level of force may be justified.

5.9.12. Do not handcuff the suspect behind the back or place pressure on the suspects back in any position that may cause difficulty breathing.

5.10. Reporting and Recording OC Spray Utilization. Units must develop local procedures for recording OC Spray utilization via AF Form 4292, *Oleoresin Capsicum (OC) Use Report*. MAJCOMs determine the need for any periodic reporting of OC Spray utilization. ***NOTE*:** If an event is significant creating negative media publicity, a Lessons Learned Report will be submitted to AFSFC/SFOP IAW AFI 31-201, *Security Police Standards and Procedures*.

Chapter 6
IMPACT WEAPONS

6.1. Overview. Impact weapons have a long history of effectiveness and application in law enforcement. Over the years unique design changes have occurred, but the basic principle of impact, either by compression or concussion, has remained the same. Collapsible batons are compact instruments that bridge the gap between fists and firearms. Their design solves a major problem with full size batons because it's compact enough to wear on standard issue duty belts. There is no problem with a collapsible baton hitting against the legs during a foot chase as with a full size baton. Due to its compact size, it is less likely a suspect will be able to take the impact device from the officer. Generally, you can expect to use the baton against a suspect whose actions place him/her within the assaultive (physical injury) portion of the UFM.

6.2. Nomenclature. The basic collapsible baton is available in black anodized or satin chrome finish. Only AF issued or authorized batons may be carried. Models are available from a number of manufacturers measuring from 6 to 11-inches collapsed and 16 to 31-inches deployed. All are equipped with some type of lock to prevent collapse when thrust into a suspect's body. However, there have been instances where the locks have failed. Officers shall not alter or modify an approved baton. ***NOTE:*** Replacement of the end cap does not constitute a modification.

6.3. Target Areas. Due to physiological vulnerability, principle target areas for baton use are the areas surrounding the arms and legs, both thighs and calves. Push strikes to lower abdominal areas can also be used and are extremely effective. These strikes generate fluid shock waves, usually causing a suspect to double over, allowing officers to strike the arms, thighs, and calves disabling suspects. ***NOTE*:** Intentional strikes to the face, head, neck, kidneys, solar plexus, and groin can cause death and are not authorized unless deadly force is the only remaining option.

6.4. Carrying and Using the Baton.

6.4.1. **Carrying the Baton.** The baton is carried on an equipment belt in leather or nylon cases, or other such carrier approved by the manufacturer. The baton is positioned in front of your service weapon or in a position that is comfortable for the user (**Figures 6.1. and 6.2.**).

Figure 6.1. Carrying the Baton.

Figure 6.2. Carrying the Baton.

6.4.2. **Drawing the Baton.** Initiate a baton draw by grasping the baton handle with your strong hand and pulling it from the holster (**Figure 6.3.**). Initiate a wrist snap technique to fully expand the baton into the open, locked position.

Figure 6.3. Drawing the Baton.

6.4.3. **Baton Techniques.** Proper body mechanics form the foundation for all baton techniques. The importance of a good stance cannot be overemphasized. This stance is achieved by paying attention to four basic components. The first component is to achieve a wide base. This is obtained by standing with feet shoulder width apart. The next component is a deep base that is achieved by taking a step backward with your weapon leg. The combination of these two components balances your body from all sides. To further improve one's balance it is necessary to bend your knees slightly, thus lowering your center of gravity. The last component is to keep your head over your center of gravity.

6.4.3.1. Once the baton is drawn from the holster, move the baton to the center of your body. In this position, your strong hand is on the handle of the baton, while your weak hand is placed on the shaft of the baton with your palm directed away from you. This is known as the "on-guard" position (**Figure 6.4.**).

Figure 6.4. On-Guard Position.

6.4.3.2. Bring the drawn baton to a position over your strong side shoulder while grasping the handle of the baton with your strong hand. Simultaneous to this movement, keep your weak hand raised to provide defensive protection. This is known as the "high position" (**Figure 6.5.**).

Figure 6.5. High Position.

6.4.3.3. Bring the drawn baton to a position to the side or rear of the strong leg with your strong hand on the handle of the baton. You can reposition the baton based upon your perception of threat levels, degree of deterrence sought, etc. (**Figure 6.6.**).

Figure 6.6. Strong Side Baton Positioning.

6.5. Baton Strikes. The baton is used primarily as an impact weapon to strike against motor nerve areas of the body. Strikes to the motor nerve areas do not rely on pain to stop the suspect's actions (although a hard strike will cause pain). Instead, the blow disrupts the muscular integrity of the suspect. The results of motor nerve strikes are involuntary contractions of the affected muscles and subsequent disorientation and loss of balance on the part of the suspect.

6.5.1. **Strike Ready Position.** Initiate the high position with the expanded baton with your weak hand toward the target area (**Figure 6.7.**).

Figure 6.7. Strike Ready Position.

6.5.2. **Downward Strike.** Initiate a downward motion with the expanded baton, with your palm directed away from the target area. In some circumstances, an additional strike may be necessary to separate you from the suspect/subject (**Figures 6.8., 6.9., and 6.10.**).

Figure 6.8. Strong Side Downward Strike/Recovery/Weak Side Downward Strike.

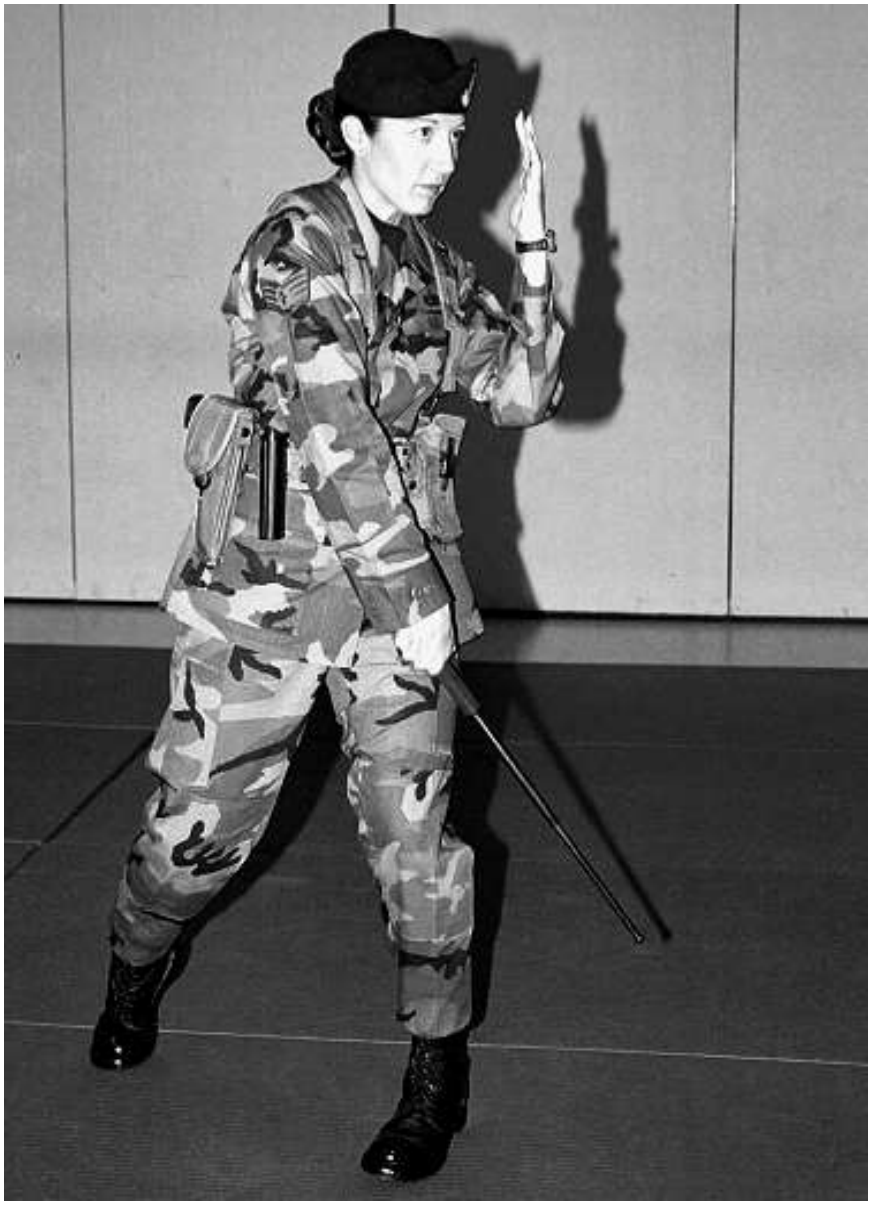


Figure 6.9. Strong Side Downward Strike/Recovery/Weak Side Downward Strike.

Figure 6.10. Strong Side Downward Strike/Recovery/Weak Side Downward Strike.

6.6. Post-Use Care. Once a suspect has been hit with a baton, Security Forces members should act to calm the individual through directions.

6.6.1. **Immediate Actions.** Any suspect hit with a baton must be transported to a medical treatment facility, as soon as practical, for attention by a health care professional. Medical personnel should be contacted to conduct transport. However, if it is impractical/impossible for medical personnel to transport the suspect, two Security Forces personnel may conduct the transport.

6.6.1.1. Once the suspect is initially cleared by a health care professional, the suspect should be transported to a detention facility.

6.6.1.2. Once the transport has been completed, receiving Security Forces members at the detention facility should be advised that the suspect has been hit with a baton and identify where the suspect was hit.

6.6.1.3. Photographs shall be taken of the impact sites and any other related injuries and placed into the case file.

6.6.1.4. The suspect should be continually monitored for a minimum of one-hour from the time of the initial baton strike.

6.6.2. **Emergency Actions.** Emergency personnel should be called during the monitoring period if the suspect complains of any discomfort from the baton strike.

6.7. Training. Initial and annual refresher training (not to exceed 12 months) with the baton is mandatory for those armed with it.

6.7.1. **Initial Training.** Initial training must address all topics in this chapter. ***NOTE*:** The use of local or state civilian training is authorized provided it meets or exceeds the training requirements of this manual.

6.7.2. **Annual Training.** Recertify the training annually (not to exceed 12 months) during the standardization evaluation process or IAW locally developed training plans. Retrain individuals that do not undergo standardization evaluation on an annual basis.

6.7.3. **Documenting Training.** Units must document all baton training (initial and annual refresher training) on the AF Form 1098.

6.7.4. **Instructors.** Initial certification and certification upon each subsequent permanent change of station must be by a graduate of the principles of Instruction or Basic Instructor Course (BIC). Alternatively, individuals graduating the Inter-service Non-lethal Individual Weapons Instructor Course (INIWIC), FLETC, or other master instructor certification course, may instruct the class. All other annual (not to exceed 12 months) certification may be by a supervisor, trainer, combat arms individual, or quality control evaluator who is currently certified. These personnel must use this manual and the lesson plan posted on the Air Force Security Forces Center website at http://afsf.lackland.af.mil/.

Chapter 7
M26/X26 TASER®

7.1. Introduction. The M26 ADVANCED TASER® and the X26 TASER® is a conducted energy weapon manufactured by Taser International Inc. It uses direct contact or propelled wires to conduct energy that affects the sensory and motor functions of the central nervous system. The primary intended effect is electro-muscular disruption to assure compliance. Generally, you can expect to use an approved electronic control device when the subject's actions are located within the resistant (active) portion of the Use of Force Model (refer to AFI 31-207, para 1.3.). Additionally, CONUS MAJCOMs will ensure installations coordinate with the Judge Advocate's (SJA) office to confirm that an approved electronic control device use is permitted at local installations. OCONUS MAJCOMs and deployed units in overseas areas will coordinate with the local SJA to ensure use of approved electronic control devices does not violate any Status of Forces Agreements or international laws. Further explanation and training can be retrieved from the Tactics, Techniques, and Procedures (TTP) on the HQ Air Force Security Forces Center web site at https://afsfmil.lackland.af.mil/.

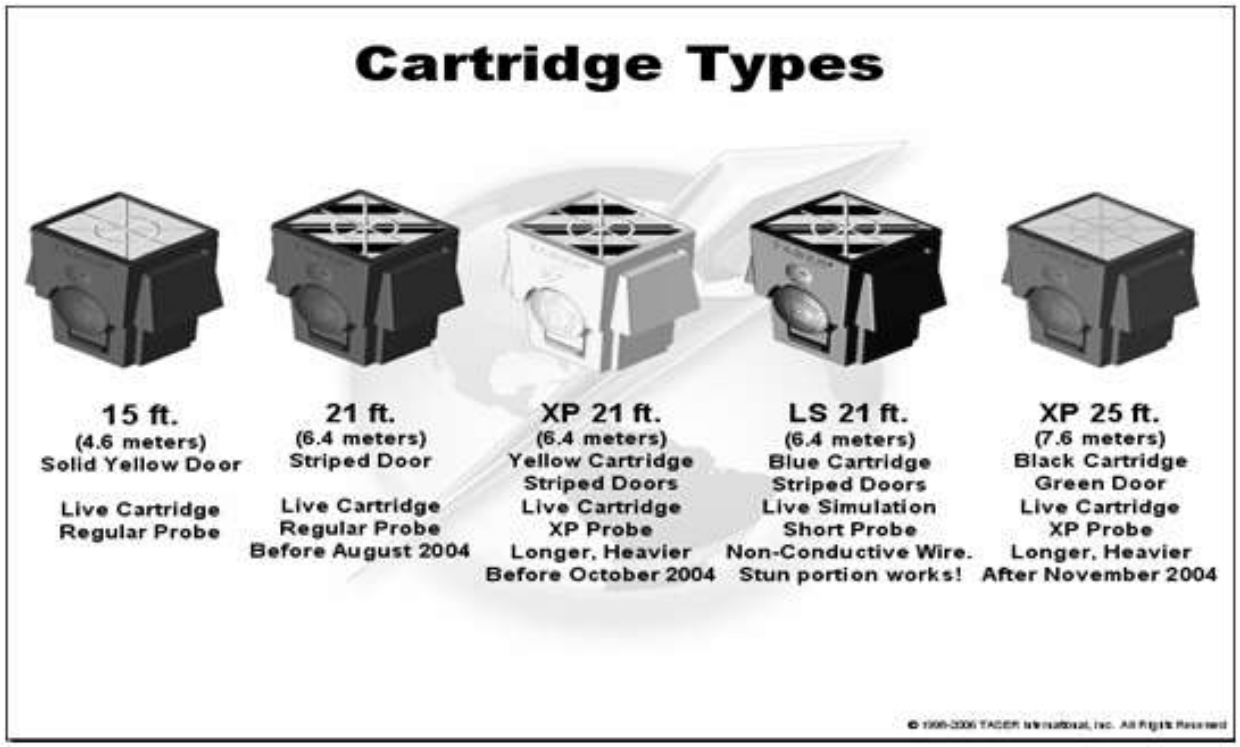
7.2. Nomenclature. The M26/X26 is similar in shape and appearance to a pistol (**Figure 7.1.**). The safety on/off switch is modeled after the safety of a pistol and its mechanical functions are similar to the de-cock lever on an M9 pistol (**Figure 7.2.**). When the safety is flipped upward with either thumb, the weapon system is turned on and a laser designator projects from underneath the front of the weapon serving as both an aim point and a deterrent to the subject. Authorized SF personnel will only carry an AF issued M26 Advanced TASER®/X26 TASER®, M26/X26 TASER® cartridges and equipment. SF personnel shall not, in any way, alter or modify these weapons.

Figure 7.1. M26 Advanced TASER®.

Figure 7.2. Ambidextrous Safety.

7.2.1. **Cartridges.** The M26/X26 uses various cartridges (**Figure 7.3.**). There are two field cartridges with different maximum ranges, one fires out to 15-feet and the others have a maximum range of 21-25 feet. Security Forces will use only the cartridge with the furthest range (25 foot range). The air cartridge containing darts and wires is attached to the front of the weapon and open sights exist on the top of the weapon. In the upper rear of the weapon is a battery indicator and a data-port through which data can be obtained regarding when the weapon was fired, the duration of electrical shock, etc.

Figure 7.3. Cartridge Types.



7.2.2. **Batteries.** Use only high output alkaline or rechargeable Nickel Metal Hydride batteries in the approved electronic control device as use of any other type of batteries result

in degraded performance. Batteries and cartridges will be disposed of in accordance with packaging instructions and Air Force Instructions.

7.3. Training. Thorough training in the use of the electronic control devices is critical to proper use and employment. Training enhances the Taser's effectiveness, protects both the user and the Air Force against liability, and ensures the safety of the user, the subject, and bystanders. Comprehensive training should go beyond the technical application to include physiological reactions, legal issues (use of force guidelines), tactical issues, and applications.

7.3.1. **Conducting Training.** Instructors must complete a TASER® master instructor course through TASER® International Inc, the Inter-service Non-Lethal Weapons Instructors Course (INLWIC), Federal Law Enforcement Training Center (FLETC), or other master instructor certification course and must recertify every two years. Installations may contact TASER® International Inc or FLETC to arrange instructor training. If trained by a civilian Master Instructor, ensure AF policy and TTPs are reviewed and incorporated into your training plan for your user's certification training. Once trained, instructors will train all Security Forces members who will carry the TASER®. The training will be conducted annually (not to exceed 12 months). To ensure users are familiarized with electronic control devices employment, each trainee will deploy a minimum of three cartridges (training or live) and must successfully complete and pass the written certification test and evaluation specified by TASER® International Inc. Additionally, AFSFC/SFX has developed a TTP lesson plan for conducting annual training. The lesson plan is posted on the AFSFC web site. Installations wishing to use TASER® International must contact the training coordinator directly at 800-978-2737 or http://www.taser.com to arrange instructor training.

***NOTE*:** Although, TASER® International Inc recommends training include every user receiving a 5-second duty cycle, AF members being trained will NOT be tased as part of the training curriculum.

7.3.2. **Annual User Training**. Trained AF instructors will train all Security Forces TASER® users annually. As a minimum, trainees must successfully complete and pass the written certification test and evaluation specified by TASER® International Inc. Evaluations can include cartridge employment at the unit commander's discretion. The TTPs include lesson plans for conducting annual training.

7.3.3. **Documenting Training.** Units must document all electronic control devices training (initial and annual refresher training) on the AF Form 1098.

7.4. Voluntary Exposure During Training. TASER® International Inc recommends every user receiving a five second duty cycle exposure as part of training. SF will not require members to receive the five second exposure to be certified; however this does not preclude members from volunteering. In order to better understand the effects of the incapacitation of electronic control devices, SF users and instructors are highly encouraged to receive the exposure at least one in their career. All volunteers, military or civilian, must fill out the Warning, Risk, and Informed Consent prior to being exposed. The form must also be annotated by the certified instructor who will be conducting the exposure. The Informed Consent form is attached to the TTPs as stated in Para 3.4.

7.5. Carrying TASER®. Electronic control devices must be carried in holsters provided as part of the non-lethal capability kit or carrying case provided with the weapon when purchased from

the manufacturer. The TASER® will be worn in a support side carry position and **WILL NOT** be worn on the same side of the body as the firearm. Purchase of the optional spare cartridge holder for the pistol grip is recommended to improve weapons handling. ***NOTE*:** Always replace the air cartridge prior to expiration. The 5-year expiration date is printed on each cartridge. ***EXCEPTON*:** When conducting prisoner escort on an aircraft no cartridge will be inserted, and only the drive-stun mode will be used (see paragraph 7.10.2.).

7.5.1. Holster/Belt Clip. X26 TASER® comes with the Exoskeleton Holster, but the 3' Belt Clip to fit out nylon belts must be requested separately.

7.5.2. Arc testing of the TASER®. Each time a SF member is issued a TASER® from the Armory, the member is required to conduct a function check. The function check will consist of an Arc test using the following procedures.

7.5.2.1. Receive cartridges and holster, if applicable, from the Armorer and secure them per your unit's policy.

7.5.2.2. Receive the TASER® butt first from the Armorer and ensure it is safe with no cartridge loaded.

7.5.2.3. Step back one step and point the TASER® upward ensuring no one is at risk of being accidentally tased. (Note: Anytime the unit is placed on fire, ensure the laser pointer is not pointed at a person's eye).

7.5.2.4. Place the TASER® on fire, shout out "Arc Test" one time and pull the trigger, allowing the unit to cycle long enough to ensure proper operation. Ensure the TASER® has sufficient battery life as defined in the lesson plan.

7.5.2.5. Prior to holstering the TASER®, ensure a cartridge is inserted and the unit is ready for duty.

7.6. TASER® Utilization. Many situations that begin as standoffs have the potential to escalate to lethal force. Early, aggressive use of a non-lethal weapon like electronic control devices can prevent many of these situations from escalating to deadly force levels. TASERs® are considered non-lethal force and may be utilized when the subject is actively resisting or is noncompliant and demonstrating willingness and the ability to harm themselves or others (e.g. emotionally disturbed persons). ***NOTE*:** In the event a subject armed with a TASER® attacks a Security Forces member, they are authorized to use the minimum amount of force necessary to ensure the safety of themselves or others, up to and including the use of deadly force.

7.6.1. **Employing Tasers.** Users must comply with the use of force continuum. Immediately prior to firing a Taser, the Security Forces member will shout Taser! Taser! Taser! in a loud, clear manner to prevent other Security Forces members from perceiving that a firearm discharge has occurred between them and subject. It is recommended, if possible, Security Forces members have one or more accompanying Security Forces members providing lethal coverage in the event the Taser fails to incapacitate the subject. ***NOTE*:** The Taser will not be intentionally fired at the face or throat of a subject. The Taser has a Class IIIa laser pointer and could be harmful in shinning into a person's eyes at distances shorter than 18 meters.

7.6.2. **Taser Use in Conjunction with Pepper Spray.** Taser's may be utilized in lieu of pepper spray, prior to use of pepper spray or following the use of pepper spray if the spray is ineffective at incapacitating the subject. **CAUTION!** If the subject has been heavily sprayed

with pepper spray that uses an alcohol based carrier (check the label to see if the spray contains alcohol) then SF personnel must wait thirty seconds for the alcohol to evaporate before the Taser can be used. This is to keep the electrical discharge of the Taser from igniting the alcohol that may have saturated the subject's clothing. If a water-based carrier is used in the pepper spray, there is no requirement to wait to use the Taser.

7.6.3. **Reporting and Recording Taser Utilization.** MAJCOMs will determine the need for any periodic reporting of Taser use and develop procedures accordingly. Initial reporting will occur within 24 hours with basic incident facts. Units that utilize a Taser while subduing a subject will send an after action report to AFSFC/SFOP within 30 days of the incident utilizing the lessons learned format in **AFI 31-201**. These reports will be published in the lessons learned section of the HQ AFSFC web site at https://www.mil.lackland.af.mil/afsf as a learning tool for all Security Forces members.

7.7. Post-Use Care. To minimize the number of Taser applications, work quickly. It is important to stress the need for effective tactics to ensure the subject is safely and quickly subdued or restrained. Each 5-second duty cycle is a "window of opportunity," once a subject has been incapacitated with a Taser, the covering SF member should move in and handcuff the subject. ***NOTE:*** It is recommended that photographs be taken of probe impact sites and any other related injuries and place into the case file.

7.7.1. **Precautions.** Security Forces members must be vigilant not to step on or come in contact with the wires running from the Taser to the darts in the subject. It is safe to handcuff the subject while the Taser is actively incapacitating the subject as long as contact is not made with the wires (refer to manufacturer provided training for further information).

7.7.2. **Removing Taser Darts.** Security Forces members may remove the darts from the subject once the subject has been handcuffed and is no longer actively resisting. Personnel will don personal protection equipment (rubber gloves) prior to removing the darts to prevent exposure to blood borne pathogens. Areas of the skin penetrated by the darts should be wiped with an alcohol pad or other first aid wipe and covered with adhesive dressing as required. Darts, which have penetrated the skin, should be treated as biohazards. Darts should be carefully placed, sharp tip first, back into the expended cartridge bores and secured with tape. Photographs shall be taken of the darts impact sites and any other related injuries and placed into the case file. The cartridge should be labeled, secured and placed into the evidence locker IAW AFI 31-206, *Security Forces Investigations Program*. ***EXCEPTIONS*:** If the dart cannot be easily removed (such as being impaled in bones, throat, or groin), Security Forces members will either transport subject to the installation medical facility for treatment or obtain other medical assistance as necessary. Additionally, if a subject requests medical assistance, such assistance must be provided to the subject in a timely manner.

7.7.3. Any suspect subdued with a Taser must be transported to a medical treatment facility, as soon as practical, for attention by a health care professional. Medical personnel should be contacted to conduct transport. However, if it is impractical/impossible for medical personnel to transport the suspect, two Security Forces personnel may conduct the transport.

7.7.3.1. Once the suspect is initially cleared by a health care professional, the suspect should be transported to a detention facility.

7.7.3.2. Once the transport has been completed, receiving Security Forces members at the detention facility should be advised that the suspect has been Tased and identify where the suspect was hit.

7.7.3.3. The suspect should be continually monitored for a minimum of one-hour from the time of the initial Taser strike.

7.8. Evidence Collection. The expended cartridge and Anti Felon IDs (AFIDS) will be collected and secured as evidence. Photographs shall be taken of the dart impact sites and any other related injuries and placed in the case file. The cartridge should be labeled, secured, and placed into the evidence locker IAW AFI 31- 206, *Security Forces Investigations Program.*

7.9. Recording and Reporting TASER Use. SF members who use a Taser while subduing a subject will ensure to report such actions on AF Form 53, *Security Forces Desk Blotter* and AF Form 3545, *Incident Report*. Notify the MAJCOM/A7S within 24 hours of the basic incident facts. Units will send an After Action Report to the AFSFC/SFOP within 30 days of the incident, using the Lessons Learned format in AFI 31-201. These reports will be published in the Lessons Learned section of the JLLIS web site at https://www.jllis.mil/usaf as a learning tool for all Security Forces members.

7.10. Transporting and Carrying/Employing Tasers on Aircraft. If traveling on an aircraft, the Taser must be placed in a hard case in your checked luggage except when performing prisoner escort duties. During prisoner escort duties the Taser will only be used in the "Drive Stun" mode (no cartridge inserted).

7.10.1. **Transporting Tasers on Aircraft.** Although the Taser is not classified as a firearm, you should advise Transportation Security Administration (TSA) officials prior to baggage screening that you are carrying the Taser in your checked baggage. Additionally, some airlines may require notification so coordinate with the airline prior to travel and inform the agent when checking in. Remove the batteries and cartridges from the Taser and store separately in the hard case. **The X26 model must be stored with the Digital Power Magazine (DPM) inserted at all times. Failure to do so may result in software corruption, loss of date/time settings, or X26 failure.** If shipping a Taser, store the Taser in a hard case as stated above.

7.10.2. **Carrying/Employing Tasers on Aircraft.** Per Taser Policy and for safety reasons, Taser projectile darts may not be used within the confines of an aircraft. Tasers may only be used in the "Drive Stun" mode while within the confines of an aircraft. Training of individuals specifically tasked for escort missions on aircraft will not involve firing the projectiles and will stress that only the "Drive Stun" mode may be used.

7.11. Military Working Dog Interaction with Taser. To allow the handler to focus on activities associated with the Canine, it is not recommended that the canine handlers use or be issued Tasers. However, this is permissible if done according to guidance from the Installation Chief of Security Forces.

Chapter 8

PERSONNEL SEARCHES

8.1. Overview. Security Forces search suspects for weapons or evidence. All apprehended suspects will undergo a search prior to transport. This ensures the safety of Security Forces and suspects. The apprehending Security Forces member makes the decision to frisk or search. Base this decision on the situation. Searching is the most potentially dangerous time for the Security Forces member, and if not properly conducted, may result in serious bodily injury or death. Search techniques exist to minimize these dangers. The person who fails to take full advantage of these techniques poses a threat to themselves and their fellow Security Forces members. A good rule of thumb is to remember that all apprehended suspects are potentially dangerous and you must afford yourself all possible protection.

8.2. Safety Rules. Search apprehended suspects as soon as possible after apprehension unless the situation dictates otherwise. Always handcuff the suspect prior to the search. You should not search an individual without the aid of another Security Forces member. The assisting Security Forces member participating in the search provides additional suspect control and reduces the probability of the suspect escalating the risk. For military working dog teams, the dog is considered the assisting member and is positioned as required. Do not draw a weapon unless its use is imminent or the reason for apprehension would justify its use.

8.3. Search Decisions. You must make an on-the-scene decision and assessment of each situation to decide which search method to employ. No matter which one you use, conduct it quickly and thoroughly. For quickness, search systematically; for thoroughness, never pat or run your hands over the suspect lightly—grab or squeeze every inch of the suspect's clothing as you search. Although a Security Forces member can start a search from either side, it should always start from the same side the hand rotation technique is applied to maintain effective control over the suspect.

8.4. Precautionary Check. Make a "precautionary check" of the suspect prior to the actual search. The precautionary check will consist of verbal communication with the suspect. Ask the suspect if he/she has any sharp objects on their person (e.g., needles, razor blades, or knives). Regardless of the suspect's reply, proceed with caution to determine the location of any objects. Remember you are in a high-risk environment for health hazards such as exposure to HIV, Hepatitis B Virus, or other blood-borne pathogens resulting from a stick or cut.

8.5. Types of Searches. There are three types of searches you should use; standing, kneeling, and prone. Apply handcuffs before beginning any search in accordance with the procedures outlined in **Chapter 9.** See AFMAN 31-219, *USAF Military Working Dog (MWD) Program*, for detailed instructions on how to conduct searches with a military working dog.

8.5.1. **Standing Search.** The standing search is primarily used on suspects who do not appear dangerous or violent, or are not so drunk/drugged that they can stand under their own power.

8.5.1.1. With the Security Forces member at the suspect's right rear, the assisting Security Forces member should take an over-watch position in front of the suspect, opposite the side of the searching Security Forces member, to maintain surveillance of the search procedures. The assistant must remain close enough to physically aid the searching Security Forces member if necessary.

8.5.1.2. The searching Security Forces member will instruct the suspect to turn his/her head facing the opposite direction of intended approach. Next, grab the handcuff link chain with your hand palm down. Keep your weapon or strong side away from the suspect while placing your foot directly behind and centered between the suspect's feet. Instruct the suspect to keep his/her head up and knees flexed. If the suspect becomes uncooperative or aggressive, control is gained by pulling the handcuffs down and back to keep the suspect off balance (**Figure 8.1.**).

Figure 8.1. Standing Search.

8.5.1.3. Search the suspect's entire side from the position you are in. If the suspect is wearing a hat, remove it, and have your over watch carefully check the hat for sharp objects, weapons, and contraband. Pay particular attention to the area beneath the

sweatband and seams. After searching the hat, drop it on the ground behind the suspect. Use the hat as a container for any items taken from the suspect.

8.5.1.4. Run your fingers through the suspect's hair and around the left side of the head. Then search the back of the suspect's neck (**Figure 8.2.**)

Figure 8.2. Standing Search.

8.5.1.5. Work your way down the side of the suspect's back, checking across the spine to the left side and down from the collar to the waist (**Figure 8.3.**).

Figure 8.3. Standing Search.

8.5.1.6. Search the suspect's side to the armpit and down the underside of the arm to the suspect's hand.

8.5.1.7. Check the rest of the suspect's arm from the hand to the shoulder. Search the suspect's throat and chest working down to the waist (**Figure 8.4.**).

Figure 8.4. Standing Search.

8.5.1.8. Starting at the suspect's waist, in front, search the waistline to the small of the back (**Figure 8.5.**).

Figure 8.5. Standing Search.

8.5.1.9. Move your left foot back for balance and crouch down. Pull the handcuffs downward and back to maintain control.

8.5.1.10. Search the suspect's buttocks and groin area. Search down the inside of the suspect's left leg, inside the top of the left shoe, under the arch of the shoe, and back up the outside of the suspect's left leg to the waist (**Figures 8.6., 8.7., and 8.8.**).

Figure 8.6. Standing Search.

Figure 8.7. Standing Search.

Figure 8.8. Standing Search.

8.5.1.11. After searching the suspect's left side, assume the initial control position.

8.5.1.12. Place your left hand over your right hand and the handcuff linking chain. You are now executing what is commonly known as the "crossover."

8.5.1.13. Slide your right hand out and grip the linking chain with your left hand (**Figure 8.9.**).

Figure 8.9. Standing Search.

8.5.1.14. Turn your body so your left side is towards the suspect's back and your right side is at a 45-degree angle from the suspect. Place your left foot directly behind and centered between the suspect's feet. Again, direct the suspect to look away from the side you are searching (**Figure 8.10.**).

Figure 8.10. Standing Search.

8.5.1.15. Search the suspect's right side using the same procedures used for the left side. During any part of your search, if the suspect violently resists, pull the handcuffs down and back to maintain control.

8.5.2. **Kneeling Search.** The kneeling search is similar to the standing search, and is used primarily on suspects where more control is desired. Security Forces members may opt to use the kneeling search for suspects that are taller, have a huge body mass, or when it is felt that more control is needed. Use the same procedures/techniques identified above for standing searches when conducting a kneeling search.

Figure 8.11. Kneeling Search.

Kneeling Search Position

Kneeling Search of Back

Kneeling Search Inside Arm

Kneeling Search Front Left

Kneeling Search of Shoe Arch

Kneeling Search of Leg

8.5.3. **Prone Search.** The prone search is used primarily on suspects who appear to be dangerous or violent, or are so drunk/drugged that they cannot stand under their own power.

8.5.3.1. Place the suspect in the prone position with their hands cuffed behind his/her back and feet spread wide apart.

8.5.3.2. Direct the suspect to keep his/her head turned away from the search side at all times.

8.5.3.3. The assisting Security Forces member is positioned approximately six feet from the suspect's head in the "over watch" position. The assisting Security Forces member will position himself/herself over the suspect and opposite the side of the searching member.

8.5.3.4. The searching Security Forces member positions him/herself over the suspect on the right side of the handcuffed suspect and searches the suspect's left side.

8.5.3.5. The searching member will place his/her left knee on the suspect's right leg at the knee area and keeps his/her right foot flat on the ground next to the suspect's side (**Figure 8.11.**).

Figure 8.l2. Prone Search.

8.5.3.6. If the suspect attempts to struggle, the searching member will drop their right knee onto the suspect's back. Grab the suspect's hand and bend the palm into the wrist while pulling the handcuffs toward the suspect's head. Continue to apply pressure compliance techniques until control is regained.

8.5.3.7. If the suspect is wearing a hat, have the assisting Security Forces member remove and search the hat before you begin your search. After the hat is searched, use it as a container for items taken from the suspect. With your left hand, search the outer half of the suspect's left leg from the waist down to the left knee (**Figure 8.12.**). Lay your palm down on the suspect's knee and instruct him to raise his/her left leg (**Figure 8.13.**). Use the palm to block a possible kick as the suspect raises his/her leg.

Figure 8.13. Prone Search.

8.5.3.8. Search the outer leg to the foot, then the shoe, and back up the inner leg. As you complete the inner leg to the knee, have the suspect lower his/her foot to the ground. Search up the inner leg to the groin and left buttock (**Figure 8.14.**).

Figure 8.14. Prone Search.

8.5.3.9. Switch hands on the linking chain for control, move the suspect's hands and search the weak side of the back area from the spine to the ground to include the ribs. Search from waistline to the shoulder, collar, and head area.

8.5.3.10. Next, search from the top of the shoulder, down the outside of the arm, checking the hand, and up the inside of the arm to the armpit. With your palm up, reach between the arm and body and grab the front side of the shoulder and roll the suspect back.

8.5.3.11. Place your right arm in the crook of the suspect's left arm and roll him/her back until their left side is slightly off the surface. Lean your right knee against the suspect's back for balance (**Figure 8.15.**).

Figure 8.15. Prone Search.

8.5.3.12. With your left hand, release the linking chain and search the suspect's waistband from the middle of the back to the belt buckle (**Figure 8.16.**).

Figure 8.16. Prone Search.

8.5.3.13. Search the suspect's lower left abdomen and groin, then up the front side of the suspect's torso to the throat (**Figure 8.17.**).

Figure 8.17. Prone Search.

8.5.3.14. Return the suspect to the prone search position.

8.5.3.15. After searching the suspect's left side, you are ready to search the suspect's right side.

8.5.3.16. Cross your right hand over your left hand. Place your right hand in the small of the suspect's back while keeping your left hand on the linking chain of the handcuffs (**Figure 8.18.**).

Figure 8.18. Prone Search.

8.5.3.17. Keep pressure on the suspect's back to maintain control. Rise up and step over the suspect's buttocks (**Figure 8.19.**).

Figure 8.19. Prone Search.

8.5.3.18. Rest your right knee on the suspect's left leg just above the knee and your left foot flat on the ground against the suspect's right side (**Figure 8.20.**).

Figure 8.20. Prone Search.

8.5.3.19. Instruct the suspect to turn his/her head to the opposite side you will search. Search the suspect's right side using the same procedures/techniques outlined for searching the suspect's left side. ***NOTE*:** The above search procedures are for right-handed individuals. Left-handed persons may start the procedures from the opposite side.

8.5.3.20. After the search is completed, bring the suspect to a standing position. If the suspect is unable to stand alone, roll them onto their side.

8.6. Opposite-Gender Searches. Security Forces members may search any suspect's handbag, briefcase, overcoat, or luggage. However, suspects are normally only subjected to bodily search by a same-gender Security Forces member.

8.6.1. **Procedures.** When a search is necessary, a same-gender Security Forces member should conduct the search. However, if no same-gender Security Forces members are on scene and there is no immediate danger to the apprehending Security Forces, the suspect will be:

8.6.1.1. Handcuffed with hands behind their back, palms out (except for pregnant females who are handcuffed with their hands in front of their body).

8.6.1.2. Transport the suspect to a suitable location for a thorough search by a same-gender Security Forces member or medical personnel.

8.6.2. **Exigent Circumstances.** Security Forces members may perform a "simple frisk" for weapons on an opposite-gender suspect if:

8.6.2.1. No same-gender Security Forces member or medical personnel are available.

8.6.2.2. The situation is of such urgency that it warrants a frisk to prevent decreasing security or endangering the Security Forces member performing the apprehension. ***NOTE*:** In situations where a Security Forces member must perform a frisk of an opposite-gender suspect, advise the control center of the situation and have another Security Forces member witness the frisk.

Chapter 9

HANDCUFFING AND SUBJECT TRANSPORTATION

9.1. Overview. The decision to handcuff is subject to sound professional judgment based on the facts of the specific incident. Security Forces most commonly handcuff to affect an apprehension. However, there is no defined criteria that can match your judgment. Handcuffing is never automatic.

9.1.1. **Key Considerations.** Key considerations include the following.

9.1.1.1. Nature of the offense committed.

9.1.1.2. Demeanor/violence potential of the suspect (e.g., cooperative, threatening, frightened, etc.).

9.1.1.3. Number of suspects involved.

9.1.1.4. Controls needed.

9.1.1.5. Your perception of the threat to your own personal safety and that of innocent third parties.

9.2. Handcuffing Information. Handcuffs do restrain free movement. Yet handcuffs are not a foolproof restraining system. Never think that since a suspect is restrained they are no longer a threat. Use care, common sense, and discretion anytime you handcuff a suspect.

9.2.1. **Stepping Through Cuffs.** Many criminals have adapted techniques like "stepping through the cuffs," which (just as the phrase implies) places the suspect's hands in front of their body. From this position the suspect could more effectively fight with Security Forces personnel. To prevent a suspect from stepping through the cuffs, loop the cuffs through the suspect's belt at a point below the small of his/her back prior to securing the second cuff. Remember a suspect with their hands cuffed in front poses a far greater threat. Consider cuffing to the front only if the suspect is pregnant, wounded, or has a physical handicap precluding cuffing behind the back.

9.2.2. **Striking Cuffs.** Another tactic suspects use is striking cuffs. Striking handcuffs sharply on a solid object may cause ratchets to fail and release one or both cuffs. Even if only one ratchet fails (i.e., opens), the suspect's hands are free and in the one cuff scenario, the suspect has a weapon (the handcuffs themselves) to use against you. There are a number of recorded incidents where handcuffs have been used against law enforcement officers with deadly effect.

9.2.3. **Fixed Objects.** Never handcuff a suspect to a fixed object (e.g., a sign post, chain-link fence, vehicle, aircraft seat, etc.). A suspect cuffed to a fixed object may be trapped in the case of an accident or emergency.

9.2.4. **Suspect Safety.** When you apprehend a suspect, you are entirely responsible for their safety. As an example, when you transport a suspect, place the seat belt around them to ensure their safety.

9.3. When to Handcuff. The courts consider handcuffing a use of force. A U.S. Supreme Court decision, Graham v. Connor, 490 U.S. 386 (1989), held that a police officers' decision to use force must be judged from the "perspective of a reasonable officer, within circumstances that are

often tense, uncertain, and rapidly evolving." This standard asks whether the Security Forces actions are objectively reasonable in light of the facts and circumstances confronting them. So you must carefully weigh all factors before you handcuff someone you have apprehended. Analyze all force situations to assure you use the minimum level of force that will safely protect you from injury. Do not use more force than is necessary to complete an apprehension, yet keep yourself and others free of danger.

9.3.1. **Deciding to Handcuff.** As stated in **Chapter 8**, you must search or frisk all apprehended persons prior to transport. If you decide to search a suspect then you have also decided to handcuff, as handcuffing is an integral part of the search procedures outlined in **Chapter 8**. Remember your safety and the safety of the suspect are prime considerations. If the circumstances of the apprehension leave any doubt in your mind as to your safety or the safety of the suspect, then handcuff the suspect using the minimum level of force necessary to complete the handcuffing procedure.

9.3.2. **Assuring Control.** During an apprehension, you may apply handcuffs to assure control of suspects at the apprehension site and during transport. When applying handcuffs, use "reasonable" levels of force to:

9.3.2.1. Achieve control of a resisting suspect.

9.3.2.2. Maintain control during the apprehension and detention.

9.3.3. **Non-resisting Suspects.** If you decide to use restraining devices on a non-resisting suspect, accomplish the application of handcuffs with reason and without injury. Telling the suspect of your intent to apprehend and allowing the suspect to cooperate minimizes the risk of injury.

9.3.4. **Injuries During Handcuffing.** If a suspect is injured during the handcuffing stage of an apprehension, the first step is to seek immediate medical attention for the suspect. As soon as possible, provide a detailed written statement of the techniques you used and action taken by the apprehended suspect that caused the injury.

9.4. Handcuffing Approach. Approach all suspects in the alert stance. This stance places your weak side towards a suspect and your weapon/strong side 45-degrees away from the suspect. Maintain a distance of six feet or more between you and the suspect. This distance, known as the "reactionary gap," allows you to react to any sudden or aggressive moves the suspect makes. Direct the suspect to assume the standing, kneeling, or prone position explained in **Chapter 8**. If the suspect refuses, place them in the prone position using the minimum force necessary. When you decide to apprehend a suspect, you must establish and maintain "positive control." Establish "positive control" with the hand rotation position explained in **Chapter 2** while controlling the handcuffs secured to the suspect's wrists.

9.5. Displaying Handcuffs. You must be able to get to your handcuffs quickly. Place the ratchet cuffs in their pouch, in a position most accessible to you. Keep the handcuffs in the pouch with the locks on opposite sides. Ready the handcuffs for application if you must react quickly. If flex cuffs are available, lace them through your belt. The flex cuffs must not be visible but, with a straight pull, ready for application.

9.5.1. **Disposable Flex Cuffs.** The disposable flex-cuff provides service members with a means of restraining and controlling suspects, prisoners, and other individuals encountered during crowd control. The flex-cuffs consist of a tough pliable plastic band with a self-

locking mechanism in the center of each end. When applied, the flex-cuff band circles around the wrists or ankles, impeding movement and securing the individual. They are lightweight and disposable and require a cutting tool or other instruments to remove. Applying flex-cuffs is similar to handcuffs, however the arresting officer should be familiar with the type of flex-cuffs and how to properly apply them (Refer to the manufacturers manual for more details).

9.6. How to Apply Handcuffs. Hold the handcuffs firmly in your strong hand with fingers around the linking chain separating the handcuffs. The double bars are loaded in the "V" of your hand with the single bar down by the index finger. Apply the handcuffs to the suspect with his/her hands behind their back, palms out, thumbs up. Do not position a suspect on a wall or other vertical object when handcuffing. When the suspect is cooperative, handcuff him/her in the standing position. Based on your discretion, you may inform the suspect of your intentions to handcuff. Base the decision on circumstances that include, but not limited to, number of assisting Security Forces members, attitude of the suspect, physical location of the apprehension, and your experience. The following handcuffing positions provide the maximum safety for Security Forces by directing all commands from the reactionary gap and reinforcing compliance through positive control.

9.6.1. **Standing Position.** To place handcuffs on a suspect in the standing position you must:

9.6.1.1. Position the suspect away from you with their hands behind their back, palms out, thumbs up. Spread their legs shoulder width apart with their toes pointing outward. Direct the suspect to bend forward slightly at the waist with their head up and turned away from your avenue of approach.

9.6.1.2. With the handcuffs in your strong hand, approach the suspect keeping your weak side towards the suspect and extend your weak arm to maintain a reactionary gap.

9.6.1.3. Apply the hand rotation technique with your weak hand and place the single bar of the lower cuff on top of the suspect's nearest wrist. Push downward sharply on the cuff and up on the hand allowing the single bar to swing around the wrist (**Figure 9.1.**). Secure the ratchet by sliding your weak hand up the suspect's hand and close the cuff. ***NOTE*:** This is one of the most dangerous points in the cuffing procedure. Many suspects have attacked law enforcement personnel with the ratchet of the free cuff inflicting serious injury. DO NOT DELAY/HESITATE AT THIS POINT IN THE CUFFING PROCEDURE.

Figure 9.1. Applying Handcuffs.

9.6.1.4. Once the first cuff is secure, immediately apply the other cuff to the suspect's other wrist.

9.6.1.5. Double lock the handcuffs by depressing the locking pins with the double locking tip of the handcuff key.

9.6.2. **Kneeling Position.** Use the same procedures/techniques identified above for the standing position when placing handcuffs on a suspect in the kneeling position.

9.6.3. **Prone Position.** To place handcuffs on a suspect in the prone position you must:

9.6.3.1. Position the suspect away from you in the final challenge position. Instruct the suspect to slowly drop to their knees and then fall forward catching themselves with their hands. The suspect will lower him/herself to the ground and place their arms parallel to their shoulders with palms up. Then direct the suspect to turn their head away from your avenue of approach.

9.6.3.2. Take up a position 45-degrees to your strong side and to the rear of the suspect. Direct the suspect to raise both hands off the ground and place them into the small of their back with palms out and thumbs up. Approach the suspect from your weak side and lower your center of gravity. Avoid stepping between the suspect's legs, be cautious, and maintain your balance.

9.6.3.3. Grab the ring and middle finger of the suspect's nearest hand and place the single bar of the cuff on top of the suspect's wrist. Push down sharply on the cuff and up on the hand allowing the single bar to swing around the suspect's wrist. Secure the ratchet by sliding your weak hand up the suspect's hand and pushing up to close the cuff. Immediately grab the suspect's other hand with your weak hand and apply the remaining cuff in the same manner.

9.6.3.4. Double lock the handcuffs by depressing the locking pins with the double locking tip of the handcuff key.

9.7. Removing Handcuffs. Maintain control of the suspect until you determine removal of the handcuffs is appropriate.

9.7.1. **Procedures for Removing Handcuffs.** To remove the ratchet handcuffs from a suspect you must:

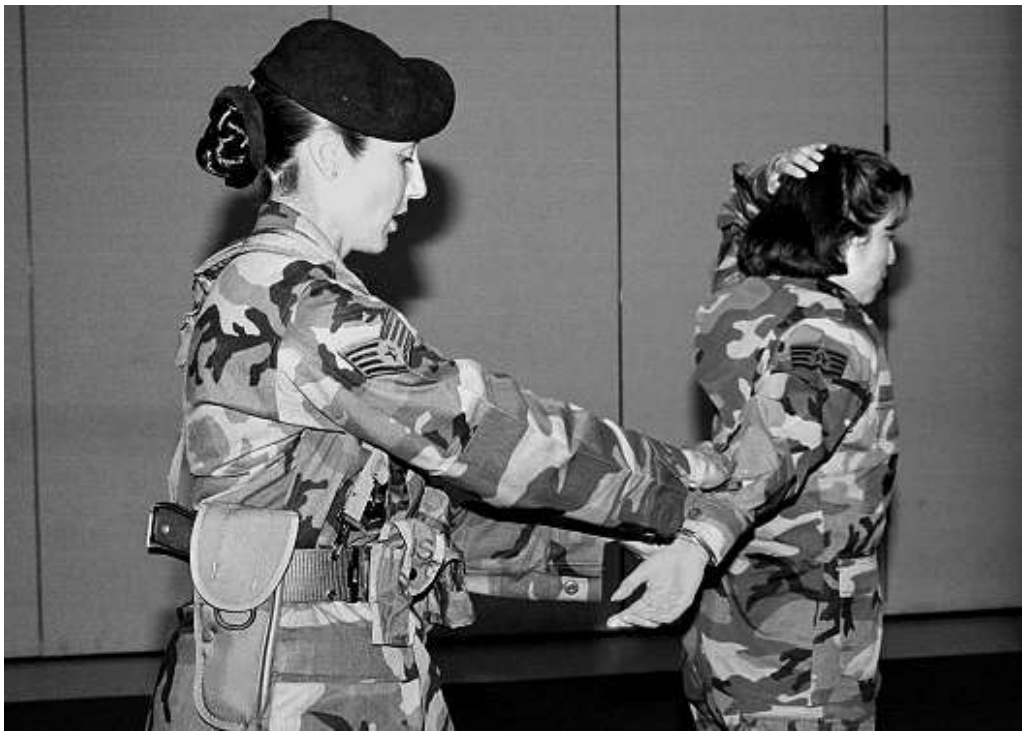
9.7.1.1. Place the suspect in the standing, kneeling, or prone position.

9.7.1.2. Approach and use tactical positioning for removal identical to placement.

9.7.1.3. Grab the linking chain palm up. Once the cuff is released, tell the suspect to rotate the free arm from the cuff slowly and place his/her hand on the back of their head and keep it there until told to do otherwise (**Figure 9.2.**). Right-handed Security Forces members remove the left cuff first. Left-handed Security Forces members remove the right cuff first. Regardless of which cuff is removed first, immediately close the ratchet of the removed cuff so the suspect cannot use the open ratchet as a weapon against you.

9.7.1.4. Keeping your weak hand on the linking chain, remove the key and place it in the opposite lock with your strong hand. Repeat the same directions to the suspect for the opposite hand. ***NOTE*:** Never let go of the linking chain.

Figure 9.2. Removing Handcuffs.



9.7.1.5. With the key in your strong hand, unlock and remove the other cuff, and step back without delay. Immediately close the second cuff so the suspect cannot use the open ratchet as a weapon if they break away.

9.7.1.6. Direct the suspect to remove their hands from the back of their head and release the suspect as instructed by higher or competent authority.

9.8. Transporting Suspects. The process of transporting suspects is one of the most dangerous activities in which any officer may engage. It has many times been referred to as the "weakest link in the realm of suspect security." It is generally viewed as the phase of officer/suspect contact offering the greatest potential for escape. Therefore, the officer must be highly vigilant and adhere to time proven procedures and practices. In almost every case of an escape or injury during an escort or transport, the suspect has taken advantage of a procedural lapse on the part of the transporting officer(s). Remember, you as a Security Forces member must recognize that the ultimate goal of escorting and transporting is to reach the destination free of officer or suspect incident or injury. Your safety is paramount when transporting suspects in custody. The transporting Security Forces member(s) should search the suspect for weapons prior to placing the suspect(s) in the transport vehicle and search the vehicle before and after transport to ensure the suspect has not attempted to hide contraband, weapons, or other items of evidentiary value.

9.8.1. **Successful Transport.** Suspect transport consists of the controlled and secure movement of a suspect(s) in custody from one point to another. Remember transporting is dangerous. Carelessness and the failure to follow established procedures are the major causes of Security Forces injuries. As a transporting team member, you are both legally and professionally responsible for the safety and security of the subjects. This process should be conducted humanely, professionally, and efficiently with a minimum of public display. Successful transport consists of the following critical components.

9.8.1.1. Preparation of your attitude toward the serious nature of the activity, a proactive sense of risk assessment, and strict adherence to procedures.

9.8.1.2. As much as possible, preplan the specific route of the transport.

9.8.1.3. Establish a line of communication to be maintained throughout the transport. Remember to keep the suspect in sight constantly.

9.8.1.4. Increase your attention as you approach your destination since this may be the suspects "last chance" to act.

9.8.1.5. Never inform the suspect of more than the required amount of information prior to transport in order to minimize the risk of preplanning on the part of the suspect.

9.8.1.6. You should personally conduct the search of the suspect to be transported. Assume nothing—verify everything.

9.8.1.7. You should personally apply and check restraint devices prior to transport to assure security.

9.8.1.8. You should personally search and secure the transport vehicle prior to and after the transport.

9.8.2. **Transport Procedures.** The transport vehicle integrity is vital. Transport vehicles fall into two categories: standard passenger type vehicles and those designed and adapted for transporting suspects. Based on frequency of use, the passenger type vehicle transport procedures should be trained on and demonstrated. However, most of these principles and procedures are generally adaptable to most of the contemporary transport vehicles utilized. ***NOTE:*** Overseas units that have vehicles with the driver's steering wheel located on the right

should follow the same procedures; however suspect should always be placed opposite to the driver.

9.8.2.1. Inspect the transport vehicle prior to transport. As the transporting officer your first task is to become totally familiar with the vehicle security devices (shields, screens, radio, etc.) that enhance your safety and security. Search the area where the suspect will be seated thoroughly. If the seat can be removed, do so for closer/greater inspection ease and accuracy. Look for locations (seams, tears, crevices, etc.) where a suspect could place contraband or weapons. Remember specialized security devices designed into the vehicle should augment your safety.

9.8.2.2. Dual Officer/Single Suspect Placement in Transport Vehicles.

9.8.2.2.1. Once the suspect has been searched and restrained following proper procedures, the suspect should be escorted to the right rear seat. The officer will still secure the suspect while opening the door for the suspect.

9.8.2.2.2. During this phase of the escort/transport, the officer must remain to the rear of the suspect in order to prevent a potential attack. The suspect is now advised to first sit on the seat and then bring their legs into the vehicle.

9.8.2.2.3. The officer then proceeds to take his left forearm and place it under the suspects chin, verbally directing and slowly pushing his head backward while the officer applies the suspect seat belt.

9.8.2.2.4. The supportive transporting officer now enters the vehicle from the left rear and remains seated during transport directly behind the driver. Primary attention for this officer is directed toward the subject.

9.8.2.3. Dual Officer/Two Suspect Placement in Transport Vehicles.

9.8.2.3.1. Once searched and restrained, the first suspect should be escorted to the right rear passenger door. He/she should be placed into the vehicle following the previously stated procedures but positioned in the middle part of the rear seat and secured with the seat belt.

9.8.2.3.2. The second searched and restrained suspect is then placed into the right rear seat and the seat belt applied.

9.8.2.3.3. The supporting officer now assumes a position in the left rear passenger seat behind the driver.

9.8.3. **Transport of Combative suspects.** There are usually some indicative signs that a suspect is going to be combative prior to placing inside the vehicle, if not then place in vehicle, or explain to them what is going to happen and give the prisoner a few minutes to comprehend and calm down prior to placing inside the vehicle. Communication and patience is key here. If a suspect becomes combative, kicking vehicle, seats, spitting, yelling, kicking out windows officers should try the following:

9.8.3.1. Safely stop the vehicle if not already stopped, verbally advise the suspect you will call for backup and remove them from the car.

9.8.3.2. For kicking, place them in leg shackles that will be routed through handcuffs, or attached too handcuffs with additional leg shackles or zip ties behind their back, and placed back inside the back seat facedown and belted in to get transported.

9.8.3.3. If spitting, again stop the vehicle, verbally advise the prisoner you will call for backup and remove them from the car. And pull up the front of their shirt tail over their face if possible, place a paper bag over their head, or a clean old t-shirt over their face, or a new pair of pantyhose, before placing them back in the vehicle, Or after assistance arrives, remove from vehicle and place back inside face down on the back seat belted in or face back towards the back of the seat, this may take two or more officers to accomplish either or both of these tasks.

9.8.3.4. If the prisoner is more combative than that and it becomes unsafe to try tofight with them, Contact medical personnel (Paramedics) or an ambulance, needs to respond and with assistance of the paramedics restrain (Cuff, Zip Tie, Curlex Tie) place the prisoner on a gurney for their own safety (and yours) for transport to a medical facility for medical attention or psychological evaluation prior to getting to booking.

9.8.3.5. Whatever is done, document well with reasons for actions taken and/or photograph configuration(s) used for transportation, if extremely combative have competent medical personnel examine the prisoner before booking.

9.9. Other Considerations. Ideally, your vehicle should have a safety screen between the front and rear seats. When you are working as a team in a patrol vehicle equipped with a safety screen, place the suspect in the rear seat on the passenger side and the patrol rider in the front passenger seat next to the driver. ALWAYS USE SEAT BELTS for every person in the vehicle. ***NOTE*:** At no time should a one-person patrol transport more than one suspect if the vehicle is not equipped with a safety screen unless specifically approved by the supervisor on duty and entered into the SF blotter.

9.10. Opposite-Gender Transports. When transporting suspects of the opposite-gender, you should ask another Security Forces member or an NCO of the same gender as the suspect to accompany you. Follow this procedure to preclude any charges of impropriety. If a same-gender individual is not available, notify the control center of your location, approximate distance to the designated location, odometer reading/starting mileage and departure time. Upon arrival at the designated location, notify the control center of arrival time and ending mileage.

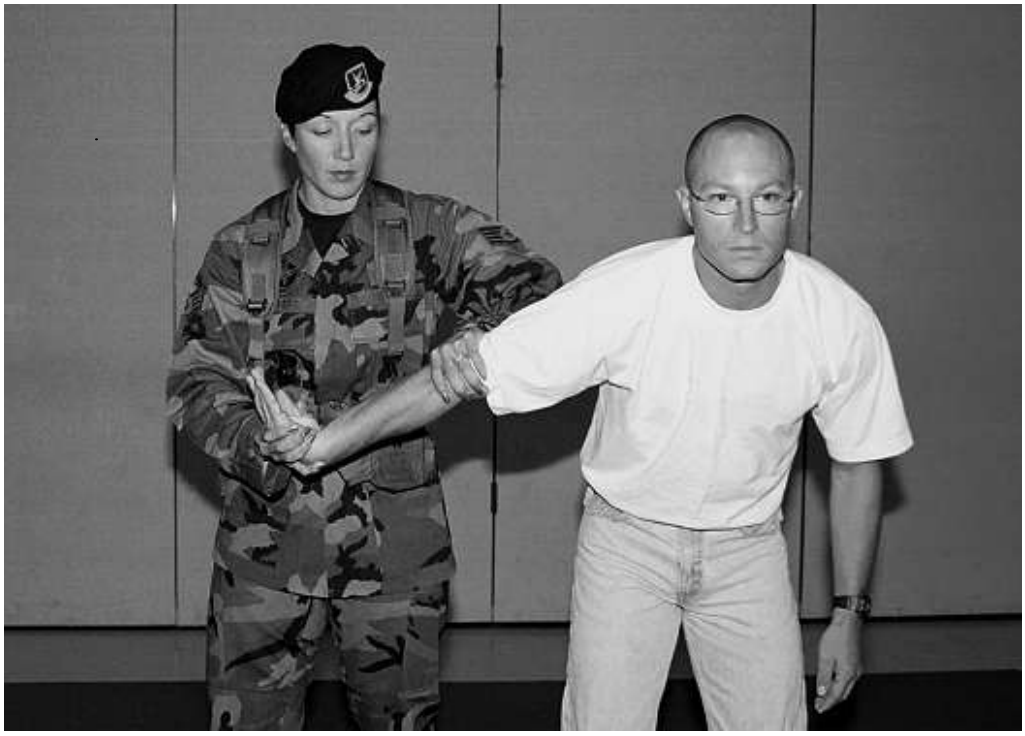
9.11. Escort Procedures. Escorting is related most frequently to the movement of suspects on foot. Normally it is limited in distance, i.e., to and from the transport vehicle, from an area of apprehension to a secure area, etc. It should be remembered that it does normally represent the initial continuation of contact between the officer and suspect, now moving into the phase centered around the transport process. For this reason it should be used as a time to reinforce and/or establish strict adherence to procedures by both participants.

9.11.1. **Standard Escort (No Handcuffs).**

9.11.1.1. The suspect is approached form the side/rear by the officer(s) who initiates the Wrist/Elbow Escort Technique (**Figure 9.3.**).

9.11.1.2. The suspect is now guided to the appropriate destination in a relatively safe and secure manner.

Figure 9.3. Standard Escort (No Handcuffs).



9.11.2. **Standard Escort (Handcuffed).**

9.11.2.1. The suspect has already been handcuffed to the rear and searched thoroughly. The officer(s) moves to the side/rear on the right side of the suspect.

9.11.2.2. The officer rotates the suspect's right hand with the officer's left hand.

9.11.2.3. The officer's right hand is placed on the right elbow of the suspect in order to stabilize and secure the suspect during escort (**Figure 9.4.**).

Figure 9.4. Standard Escort (Handcuffed).

9.11.3. **Reverse Escort (Handcuffed).**

9.11.3.1. Once the suspect has been thoroughly searched and handcuffed, the officer moves to the left side/rear position of the suspect.

9.11.3.2. The officer now slides his left arm under the suspect's left arm and initiates a Reverse Wrist Lock Position on the suspect's left hand/arm.

9.11.3.3. The officer can additionally reinforce the suspect's captured left hand and arm with his free right hand and arm (**Figure 9.5.**).

9.11.3.4. Or the officer can secure the suspect and keep his right hand and arm free.

9.11.3.5. The additional positive aspect of this technique is the fact that the suspect is continually destabilized by walking backward throughout the entire escort sequence.

Figure 9.5. Reverse Escort.

Chapter 10
VEHICLE STOPPING DEVICES

10.1. Introduction. Many types of barriers and vehicle control devices are available to help entry controllers control access to installations and facilities. Active barriers and vehicle stopping devices are not considered weapons; they are real property installed equipment that provide a non-lethal capability to stop a vehicle. Barrier deployment could be considered as a use of force and the principles of the USAF use of force policy normally apply to their employment, as described in paragraph 10.4 of this chapter. This chapter applies to both CONUS/OCONUS locations.

10.2. Nomenclature. Vehicle stopping devices may be classified in four general categories.

10.2.1. Permanent Active Barriers. These barriers are fixed infrastructure. They consist of a barrier system, a safety warning system, and an activation system. Barriers may be bollards, plates, cables, beams, spikes, or drums that are recessed or stowed to allow normal traffic flow, then deployed to block access or disable vehicles when activated. The safety warning system may include visual and audible signals to indicate the presence of the barrier system and to warn drivers and bystanders of imminent barrier deployment. The activation system is the method by which the system is deployed, typically a switch or button used by the sentry. Permanent active barriers are constructed IAW the Uniform Facility Code (UFC) 4-022-01, Security Engineering: Entry Control Facilities/Access Control Points, and UFC 4-022-02, Security Engineering: Design and Selection of Vehicle Barriers, and optimized to local conditions.

10.2.2. Portable Active Barriers. These barriers are mobile and can be moved from place to place. DoD-approved portable barrier systems are identified in AFTTP (I) 3-2.45, *Tactical Employment of Nonlethal Weapons*, available at http://www.e-publishing.af.mil.

10.2.3. Field Expedient Active Barriers. Field expedient barriers may be as simple as using a large vehicle to block traffic. The activation system could be a radio connection between the entry controller and the vehicle driver. The warning system, if required, may simply be an emergency light on the blocking vehicle.

10.2.4. Portable Disabling Devices. Portable devices consist of the wide variety of tools that may be placed or thrown in front of or at a vehicle to disable it. DoD-approved portable disabling devices are identified in AFTTP (I) 3-2.45, http://www.e-publishing.af.mil.

10.3. Deployment Considerations. Barrier and device placement must be optimized with respect to sentry location and critical assets. It is vital that the sentry has enough time to detect an unauthorized entry attempt and deploy the barrier or disabling device. When deployed in a joint environment, ensure use of barriers is consistent with JP 3-15, *Joint Doctrine for Barriers, Obstacles, and Mine Warfare*, and with current COCOM or Unified Command directives.

10.3.1. Position. Vehicles must be channeled into the barrier or disabling device. Fixed/passive barriers prevent a vehicle from driving around the active barriers. Fixed barriers may be natural (landscaping, boulders, dense trees, ditches) or manmade (walls/high curbs, at least 18 inches). For barriers, the surrounding terrain is sculpted through construction or landscaping to ensure traffic is funneled into the barrier. Portable barriers

should be deployed with passive vehicle barriers (for example "jersey"-type concrete berms) or with effective use of terrain to ensure the vehicle is contained. Deploying man-portable disabling devices can be very difficult: the sentry should attempt to position him/herself safely on advantageous terrain or coordinate with other posts and patrols to funnel the vehicle into a zone where the device can be employed with effect.

10.3.2. Time. The sentry must have the maximum amount of time possible to activate the barrier. The rule of thumb is the barrier deployment requires a minimum of 9 seconds from the moment the sentry detects unauthorized entry until barriers are fully deployed. Deployment time includes ideal sentry reaction time (3 seconds), safety warnings (minimum 4 second delay before the barrier closes), and barrier deployment time (2 seconds). Maximizing sentry reaction time can be achieved in several mutually supporting ways:

10.3.2.1. Distance. The barriers must be placed as far as possible from the sentry position. Positioning and distance must also account for channeling, as well as the stand-off between the barrier and nearby assets and infrastructure. Ideally, minimum straight-line distances will be greater then what a high performance, commercially-available vehicle could cover in 9 seconds. Reverse curves (S-curves) increase the distance the vehicle must cover, as well as decreasing the speed that vehicle can achieve, which decreases the distance traversed in 9 seconds. Reverse curves may be achieved with serpentine (bollards, barriers, swing gates) or built into the road geometry.

10.3.2.2. Speed and Acceleration. The entry point design must also restrict vehicle speed and acceleration to allow more time for barrier activation. This can be done through traffic "serpentines" or other traffic calming devices, both before and after the gate. Speed humps, speed steps, "jutter" bars, and low friction road surfaces also constrain vehicle speed and acceleration. If space is constrained, traffic calming after the sentry position is generally the most preferable. Speed limits in the Approach and Response zones should be not more than 25 mph (both inbound and outbound lanes), and slower at the gatehouse/sentry booth proper. Narrow lanes, with channeling/high curbs, also reduce vehicle speeds: 10 ft at the gatehouse and 12 ft before and after the gatehouse. Slower vehicle speeds at the active barrier reduce the potential for injuries.

10.3.2.3. Activation. The sentry should have immediate access to the barrier activation switches – switches worn on the sentry's belt are generally the fastest. If the switch design does not allow immediate activation, it may be necessary to post additional sentries. Sentries should also have post instructions and rules of engagement that direct them to immediately activate vehicle barriers to prevent unauthorized entry. Activation switches (emergency operation) should be located outside the gatehouse, at sentry posts, and at the over watch position. Disengagement of the barriers must be tamperproof and key controlled, separate from normal barrier operations, to prevent an aggressor from lowering the barrier.

10.3.2.4. Constraints. Understandably, many locations will not have space and distance available to create the required nine second delay, or have existing barriers with insufficient delay. Therefore, commanders should assess the risk and have procedures in place to mitigate the lack of sentry reaction time. Procedures may include: notification to alert base personnel of an unauthorized entry and base wide, critical facility "lock down" procedures; maintain barriers in "up" position during certain hours or FPCONs, or

supporting mobile patrol response. Effective mitigation and remediation is only limited by security planner creativity.

10.4. Employment and Use of Force. Although vehicle stopping devices are non-lethal capability, and are not considered weapons, the principles of the USAF use of force policy normally apply to their employment, unless explicit criteria for their use are established by the commander. As a non-lethal capability, vehicle stopping devices are important security risk mitigation tools. Commanders should direct how vehicle stopping devices will be employed when specific conditions are met.

10.5. Training. Sentrys must be trained (and documented on individual training records) to employ barriers and disabling devices. Active barrier employment must be regularly exercised through realistic, but safe scenarios. Trainers will reference technical directives associated with each barrier/device to ensure training programs meet device/barrier application, employment, and technical standards. Training should include practical scenarios that emphasize the commander's barrier employment criteria.

10.6. Additional References on Gate Design. UFC 4-022-03, Security Engineering: Design of Security Fencing, Gates, Barriers, and Guard Facilities; Manual on Uniform Traffic Control Devices; Military Surface Deployment and Distribution Command Transportation Engineering Agency (SDDCTEA, Army); Air Force Installation Entry Control Facilities Design Guide.

10.7. Adopted Forms.

10.7.1. AF Form 522, *USAF Ground Weapons Training Data*.

10.7.2. AF Form 523, *USAF Authorization to Bear Firearms*.

10.7.3. AF Form 590, *Withdraw/Reinstatement of Authority to Bear Firearms*

10.7.4. AF Form 629, *Small Arms Hand Receipt*.

10.7.5. AF Form 797, *Job Qualification Standard Continuation/Command JQS*

10.7.6. AF Form 847, *Recommendation for Change of Publication*

10.7.7. DD Form 2760, *Qualification to Possess Firearms or Ammunition*.

MARY KAY HERTOG, Brigadier General, USAF
Director of Security Forces

Attachment 1

GLOSSARY OF REFERENCES AND SUPPORTING INFORMATION

References

Chairman of the Joint Chiefs of Staff Instruction (CJCSI*)* 3121.01B, *Standing Rules of Engagement/Standing Rules for the Use of Force for US Forces*

DoD Directive 5210.56, *Use of Deadly Force and the Carrying of Firearms by DoD Personnel Engaged in Law Enforcement and Security Duties*,

Joint Publication 1-02, *DoD Dictionary, Military and Associated Terms,*

49 CFR 175.10(a)(4)(ii)

AFPD 31-2, *Air Provost Operations*

AFI 31-201, *Security Police Standards and Procedures,* 4 December 2001

AFI 31-207, *Arming and Use of Force by Air Force Personnel,* 29 January 2009

AFMAN 31-219, *USAF Military Working Dog (MWD) Program,* 1 October 1996

AFMAN 33-363, *Management of Records,* 1 March 2008

STP 19-95B1-SM, *Soldier's Manual MOS 95B Military Police*

Abbreviations and Acronyms

AFMAN—Air Force Manual

CFR—Code of Federal Regulation

FAA—Federal Aviation Administration

HQ—Headquarters

MAJCOM—Major Command

OC—Oleoresin Capsicum

OPR—Office of Primary Responsibility

PART—Physical Apprehension and Restraint Techniques

POI—Principles of Instruction

SF—Security Forces

SFCC—Security Forces Control Center

SJA—Staff Judge Advocate

UCMJ—Uniform Code of Military Justice

US—United States

Attachment 2

NON-LETHAL WEAPONS, EQUIPMENT, AND MUNITIONS

A2.1. Non-lethal Weapons, Equipment, and Munitions. Any non-lethal weapons, equipment, and munitions field units purchase/use must be Air Force approved items. The following non-lethal weapons, equipment, and munitions are available for use in the Air Force.

A2.2. Riot Training Strike Bag. The riot training strike bag is a durable, yet absorbing surface that gives the service member something to strike or kick for training. It also helps develop proficiency in open-hand control and riot baton techniques.

Figure A2.1. Riot Training Strike Bag.

A2.3. Impact Training Suit. The impact-training suit consists of a helmet, chest and back protector, bicep and forearm protectors, groin and buttock protectors, thigh and shin protectors, gloves, and carry bag. The training suit has closed-cell shock-absorbent foam that allows service members to hone their riot baton skills through practical hand-to-hand engagement training. The suit can absorb blows inflicted by the current expandable and wood riot baton. It provides protection for the head, face, hands, and legs, without significant degradation of the wearer's mobility.

Figure A2.2. Impact Training Suit.

A2.4. Inert Individual (OC) Training Dispenser. The inert canister simulates the live round and must be prominently marked with its content. The dispenser is loaded with a nonirritant, nontoxic formulation payload. Safety release, range, dispersal patterns, weight and balance, volume, and number of "shots" per inert dispenser match those of live rounds.

Figure A2.3. Inert Individual (OC) Training Dispenser.

A2.5. Mid-Sized Riot Control Dispenser MK 46. The MK-46 Riot Extinguishers (vertical and horizontal) are the ultimate in high volume OC dispensers. MK-46 pepper spray has a range of 25 to 30 feet in a target-specific dispersed spray pattern. It contains up to 16 - 20 one-second high volume bursts. It is excellent for providing a wide coverage of OC spray on hostile crowds while maintaining an excellent standoff capability. ***NOTE*:** The unit is refillable (using the DT 5520 K-46 Refill Hardware Kit) at one-third of the original cost.

Figure A2.4. Mid-Sized Riot Control Dispenser Horizontal MK 46.

A2.6. Riot Control Dispenser (OC) Agent Quarts. Both the MK-46 Vertical and MK-46 Horizontal Riot Extinguishers units are refillable with the riot control dispenser agent (using the DT5520 K-46 Refill Hardware Kit).

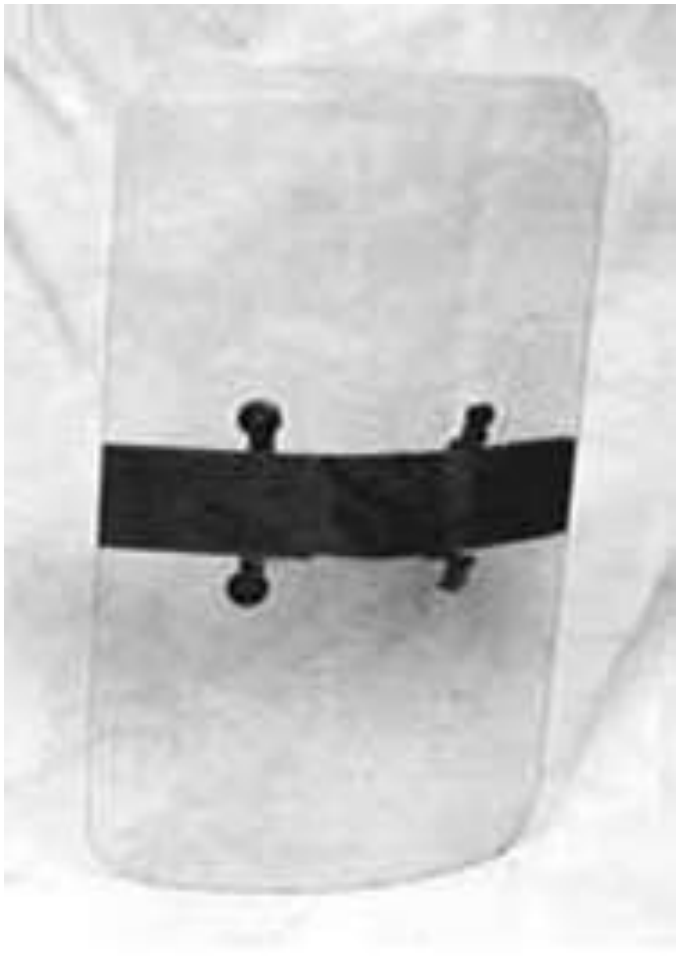
Figure A2.5. Riot Control Dispenser (OC) Agent Quarts.

A2.7. Non-ballistic Riot Face Shield. The face shield has adjustable positions and is constructed of lightweight, transparent, scratch-resistant and non-reflective plastic that securely attaches to the Kevlar helmet. It may be worn with an M17 protective mask and is designed to protect the person's head and face from thrown objects. Non-ballistic riot face shields will not provide protection from ballistic weapons, such as firearms. All personnel operating in disturbance environment should be outfitted with riot face shields.

Figure A2.6. Non-ballistic Riot Face Shield.

A2.8. Non-ballistic Riot Body Shield. The shield is made of lightweight (not greater than twenty pounds), durable and flame-retardant material. It provides for an ambidextrous grip and has enough padding to protect the forearm from impact shock. It is designed to protect the person's face, torso, and upper legs from thrown objects but the shield will not provide protection from ballistic weapons.

Figure A2.7. Non-ballistic Riot Body Shield.



A2.9. Non-ballistic Riot Shin Guards. The shin guards are constructed of hard durable plastic and are easily fastened to the legs to provide protection from a wide range of threats (i.e., debris, liquids, and hand thrown objects. They will not provide protection from ballistic weapons, such as firearms. All personnel operating in a civil disturbance environment should be outfitted with shin guards.

Figure A2.8. Non-ballistic Riot Shin Guards.

A2.10. Expandable Riot Baton 24" - 36" With Carrier. Riot Batons provide members the capability to execute crowd control and self-defense. The batons come with a mounting device that attaches the riot baton to a belt. The baton is 24 – 36 inches in length and is primarily intended for self-defense. The baton can be used effectively as an offensive tool if it becomes necessary to keep rioters out of arm's reach of soldiers conducting crowd control operations.

Figure A2.9. Expandable Riot Baton 24" - 36" With Carrier.

A2.11. Portable Bullhorn. The portable bullhorn provides the service member the capability to control his forces by projecting his voice above the noise and commotion created by crowds and mobs. The bullhorn will be lightweight, run with standard batteries, and be easy to carry when not in use.

Figure A2.10. Portable Bullhorn.

A2.12. Tactical Vest. The tactical vest is extremely versatile, functional, comfortable and highly efficient. The Vest has pouches that have elastic to hold munitions: 40mm rounds and sting ball grenades. The vest is adjustable to fit over duty gear.

Figure A2.11. Tactical Vest.

A2.13. Riot Gloves. Riot gloves provide protection during volatile crowd control situations and cell extractions. Foam padding covers the arm up to the elbow and a padded flap on the back of the hand protects the fingers. This flap is hinged and can be raised slightly when firing a weapon. A plastic trauma plate is sewn into each forearm to deflect blows.

Figure A2.12. Riot Gloves.

A2.14. Protective Cups. Protective cups provide groin area protection from blunt trauma injuries.

Figure A2.13. Protective Cups.

A2.15. Disposable Flex Cuffs. The disposable flex-cuff provides service members with a means of restraining and controlling suspects, prisoners, and other individuals encountered during crowd control. The flex-cuffs consist of a tough pliable plastic band with a self-locking mechanism in the center of each end. When applied, the flex-cuffs band circles around the wrists or ankles, impeding movement and securing the individual. They are lightweight and disposable and require a cutting tool or other instrument to remove.

Figure A2.14. Disposable Flex Cuffs.

A2.16. MK-4 Individual Live OC Spray. The MK-4 individual pepper spray has a range of up to 12 feet in a target-specific stream. It contains 30 to 35 half-second bursts. Each individual dispenser must include a protective safety cover, which encloses the actuator proper and allows for attaching the dispenser to the combat clothing or equipment. The dispenser may contain only food-grade irritants and may not use flammable or ozone depleting propellants. Each unit should be serialized for quality control tracking.

Figure A2.15. MK-4 Individual Live OC Spray.

Cap Stun Model Model: Z-305
NSN: 1365014385894

A2.17. MK-4 OC Spray Pouch. The MK-4 pepper spray pouch is designed to carry the MK-4 pepper spray canister.

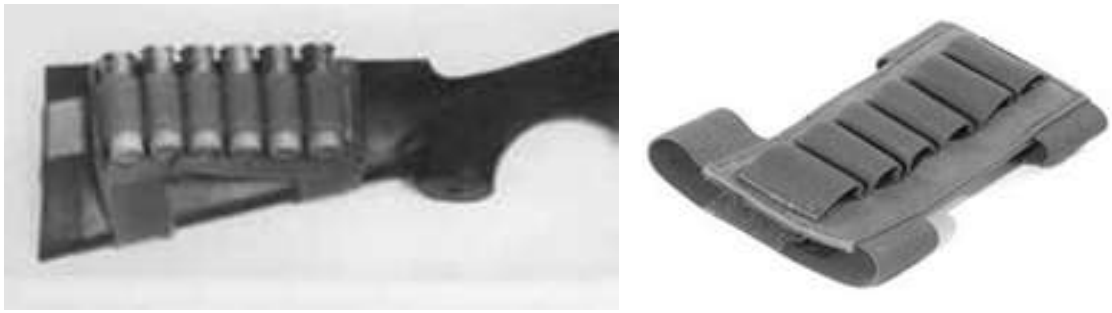
Figure A2.16. MK-4 OC Spray Pouch.

A2.18. 12-Gauge Utility Pouch. 12-Gauge Utility Pouch is made from durable canvas material and designed to hold twenty-five 12-gauge munitions and attaches to the service member's combat gear.

Figure A2.17. 12-Gauge Utility Pouch.

A2.19. Butt stock Cuff. The 12-Gauge Butt stock Cuff firmly attaches to the shotgun by sliding over the stock. The elastic straps aid in preventing the butt stock cuff from sliding or rolling. It holds up to seven 12-gauge cartridges for quick loading of the shotgun. The intent of the device is to make immediately available a shotgun round of the gunner's choice for chambering without resorting to the more time-consuming tactic of having to pull the round from a 25-round pouch.

Figure A2.18. Butt stock Cuff.



A2.20. 40-mm Carrying Pouch. Because the current M203 grenade load-bearing vest is ill suited for carrying non-lethal 40mm munitions, a separate pouch is needed. 40-mm Carrying Pouch is partitioned in a manner to provide the service member with a means of carrying not less than six 40-mm non-lethal rounds in separate compartments. It attaches to the service member's combat gear.

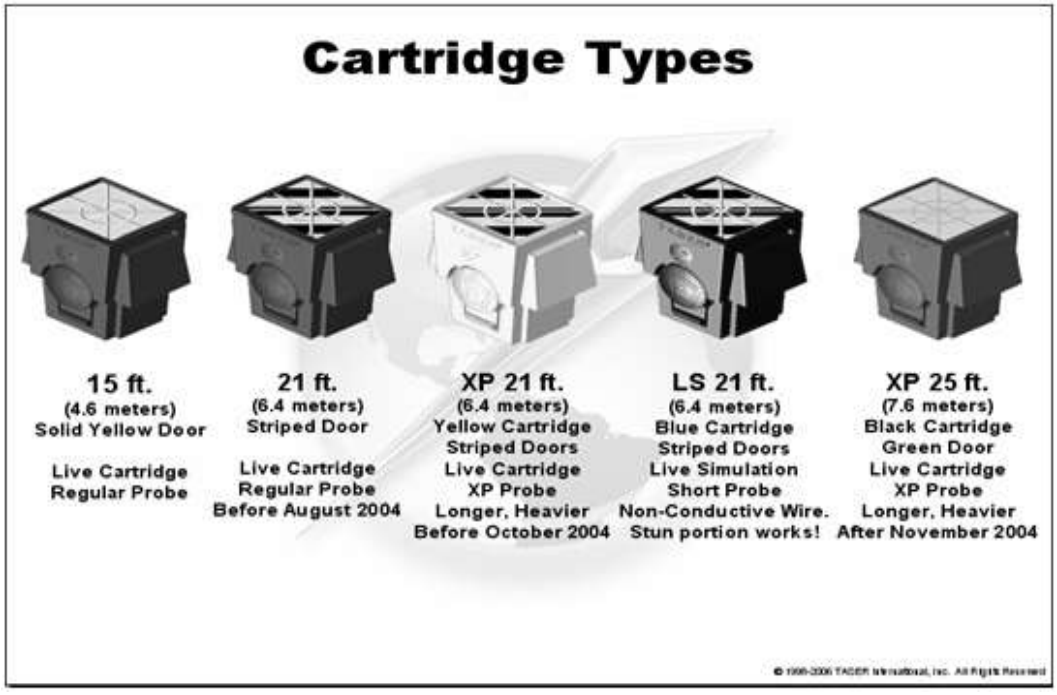
Figure A2.19. 40-mm Carrying Pouch.

A2.21. Taser M26. Taser M26 uses technology to incapacitate dangerous, combative, or high-risk subjects from up to 21 feet away. Taser is an EMD (Electro-Muscular Disruption) system that uses a more intense electrical waveform than normal stun systems. Tasers stun and override the central nervous system causing uncontrollable contractions of the muscle tissue. The Taser weapons affect both the Sensory and Motor nervous system to cause incapacitation.

Figure A2.20. Taser M26/X26.

A2.22. Air Cartridges Box of 28 (21-25 ft). Primary field cartridge for the Taser with 21-foot range. The cartridge comes in a case of 28.

Figure A2.21. Air Cartridges types.



A2.23. Ballistic Nylon Thigh Holster (right/left side). The ballistic nylon thigh holster may be used to carry the Taser and can be worn on either the right or left thigh.

Figure A2.22. Ballistic Nylon Thigh Holster (right/left side).

A2.24. Taser M26 Nickel Metal Hydride (NiMH) Battery Charger. Ensure that the safety is on and the air cartridge is removed. Amber light indicates batteries are recharging. Green light indicates that the batteries are fully charged. NiMH batteries must be "reconditioned.

Figure A2.23. Taser M26 Nickel Metal Hydride (NiMH) Battery Charger.

A2.25. Taser Rechargeable Eight Pack Nickel Metal Hydride (NiMH) Batteries and Tray. Batteries can be charged directly through the data port or inserted in the battery tray in the base unit.

Figure A2.24. Taser M26 Rechargeable Eight Pack Nickel Metal Hydride (NiMH) Batteries and Tray).

A2.26. Taser X26 Digital Power Magazine (DPM)/Extended Digital Power Magazine (XDPM). Integrated power source with lithium battery cells and a memory module for tracking power consumption, power levels remaining, and allows for software updates to be distributed via battery replacement. The DPM memory also contains information on life expectancy for the energy cell pack at various temperatures and for various loads. The DPM has enough power for approximately 195 five-second firings depending on temperature. The DPM will use more energy in colder weather than warm weather. The X26 must be stored with DPM/XDPM inserted at all times. If the DPM/XDPM is left out for an extended period of time, software in the X26 may be damaged resulting in possible failure of the device and the date/time may be reset. The XDPM has all the same features as the DPM plus a holder for a spare TASER Cartridge.

Figure A2.25. Taser X26 Digital Power Magazine (DPM)/Extended Digital Power Magazine (XDPM).

A2.27. Shipping Container. The NLW Capability Sets will be packaged, for shipment in a shipping container, as a unit capable of commercial and government shipment. A set will be capable of transport via a military five-ton truck with a cube approximately two meters per side. With equipment capable of handling CONEX boxes of two meters cube available, no additional handling equipment specific to this Operational Requirement will be needed. All NLW equipment and components to be included in the ensemble of a Capability Set will be man-portable by individual members.

Figure A2.26. Shipping Container.

A2.28. 12-Gauge Shotgun. The 12-gauge shotgun is a pump action shotgun designated for use with NL munitions. The pump action shotgun is chambered to take up to 3-inch shells. The 3-inch chamber allows for the use of M1012 and M1013 NL munitions. This shotgun also provides a visually distinct alternative to standard military weapons that may be desired based on mission needs.

Figure A2.27. 12-Gauge Shotgun.

A2.29. M1012, 12-Gauge Shotgun, Non-lethal, Point Control Cartridge. The M1012 is a single projectile round made of hard rubber that is shaped like a bomblet and designed to be fired at a single target. With a muzzle velocity of approximately 500 feet per second, the M1012 has the effective range of no closer than 6 meters and no further than 12 meters. Engagement inside 6 meters could cause serious injury or death. Beyond 12 meters the kinetic energy dissipates to the point where the round becomes ineffective.

Figure A2.28. M1012, 12-Gauge Shotgun, Non-lethal, Point Control Cartridge.

Status: Fielded

DODAC: AA51

NSN: 1305-01-470-2405

Acquisition Activity: Acquisition Center, Picatinny Arsenal, NJ

Further Information:

Commercial: Picatinny Arsenal NL Systems Integrator: (973) 724-6948

Product Director: (973) 724-6086

Color:

Cartridge Case: .....…….....Clear

Diameter.....…..12 gauge

Length .....…..2.45 inches (62.2 mm)

Total Weight.....…...500 grains

Propellant Weight.....…...6.6 grains smokeless (Red Dot)

Muzzle Velocity.....….....500 feet/second (152.4 m/sec)

Acceptance Accuracy.....….....80 % accuracy at 10 and 20 meters (E-silhouette) fired out of Mossberg 500, Mossberg 590, and Winchester 1200

Engagement range.....….....10 to 20 meters

Projectile Specification:

Shape .....Fin stabilized 'bomblet' shape

Material.....Rubber

Weight .....0.2 ounces (5.8 gm)

Hardness..... 75 Durometer "A" Scale

Fatal injuries are possible at distances of less than 33 feet (10 m). At distances of 10 to 20 meters, target area should be center mass. Training needs to reinforce that head shots are NOT ACCEPTABLE. Round is most effective against individually selected targets (point round).

A2.30. M1013, 12-Gauge Shotgun: Non-lethal, Crowd Dispersal Cartridge. The M1013 is a multiple projectile round with .23 caliber hard rubber pellets, designed to be fired at, and employed with the purpose of affecting multiple targets. With a muzzle velocity of 900 feet per second, the M1013 has an effective range of no closer than 10 meters to 20 meters. Engagement inside 10 meters could cause serious injury or death. Beyond 30 meters, the kinetic energy dissipates to the point where the rubber pellets become ineffective.

Figure A2.29. M1013, 12-Gauge Shotgun: Non-lethal, Crowd Dispersal Cartridge.

Status: Fielded

DODAC: AA52

NSN: 1305-01-470-2139

Acquisition Activity: Acquisition Center, Picatinny Arsenal, NJ

Further Information:

Commercial: Picatinny Arsenal NL Systems Integrator: (973) 724-6948

Product Director : (973) 724-6086

Color:

Projectile .....…….....Black rubber

Cartridge Case.....…….....Clear

Diameter.....…....12 gauge

Projectile .....18 rubber balls

Length .....….....2.37 inches (60.2 mm)

Total Weight.....….....500 grains (32.4 gm)

Propellant Weight.....….....14 grains smokeless (Red Dot)

Muzzle Velocity.....….....900 feet/second (274 m/sec)

Acceptance Accuracy....….....80% accuracy for a 2 by 3-meter target at 10 and 20 meters fired out of Mossberg 500, Mossberg 590, and Winchester 1200

Engagement range.....…...10 to 20 meters

Projectile Specification:

Shape.....….....32-gauge (0.32 in) ball

Material.....….....PVC rubber compound

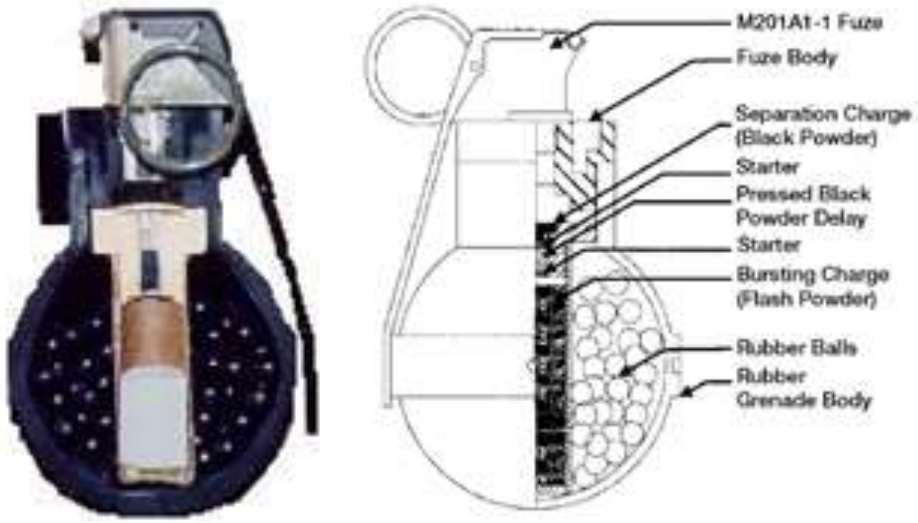
Weight.....….....0.01 ounces (0.25 gm)

Hardness .....….....75 Durometer "A" Scale

Fatal injuries are possible at distances of less than 32.8 feet (10 m). At distances of 10 to 20 meters, target area should be center mass Training needs to reinforce that head shots are NOT ACCEPTABLE.

A2.31. GG 04, Rubber Ball Grenade. The GG04 is a multiple projectile, flashbang grenade with 100 .25-caliber hard rubber pellets. Each grenade has a fuse delay of 3 seconds with a flash measuring approximately 1 million-candle power (CP) and 180 decibels at 3.5 feet. At detonation, rubber pellets are dispatched at 360° with an effective range of 2 to 3 meters and a maximum engagement range of 15 to 20 meters. The rubber ball grenade is designed to be hand thrown or muzzle-launched from a 12-gauge shotgun.

Figure A2.30. GG 04, Rubber Ball Grenade.



Status: Fielded 1998

DODIC: GG04

NSN: 1310-01-454-0132

Acquisition Activity: MARCORSYSCOM—NSWC

Crane, IN

Further Information:

Commercial: MARCORSYSCOM (703) 784-9395

NSWC Crane (812) 854-5801

Color .....Black with white lettering

Diameter.....….....3.12 inches (79 mm)

Projectiles .....100 rubber balls (minimum)

Height .....5.25 inches (133.4 mm)

Total Weight.....290 grams

Explosive Weight.....….....59 grams

Total Time Delay.....….....3.0 + 0.5 seconds

Employment Distance:

Hand Thrown .....…...50 feet (15.2 m)

Shotgun Launched .....….....200 feet (61 m)

Projectile Specifications:

Number.....….....100 (minimum)

Material.....….....Rubber

Hardness.....….....Durometer 70 to 80 on Shore "A" scale

Diameter.....….....0.25 inches (6.4 mm) (minimum)

Fuze separates from the body 1.3 to 1.7 seconds after primer ignition. Second delay causes burster charge detonation 3.0 + 0.5 seconds average after primer ignition. Rubber balls are then dispersed in a 50-feet (15-m) circular pattern. 12-gauge shotgun with launch cup and launch cartridge can launch grenade 200 feet (61m) + 25 feet (7.6 m).

A2.32. M1006, 40-mm Non-lethal Cartridge (Sponge Grenade). The M1006 is a single projectile round made of pliable foam rubber with a hard plastic back. The M1006 is designed to be aimed and fired at a single target. With a muzzle velocity of 265 feet per second, the M1006 has an effective range of no closer than 10 meters and no further than 50 meters. Engagements inside 10 meters could cause serious injury or death. Beyond 50 meters, the kinetic energy dissipates to the point where the round becomes ineffective.

Figure A2.31. M1006, 40-mm Non-lethal Cartridge (Sponge Grenade).

Status: Materiel Released April 2000

DODIC: BA06

NSN: 1310-01-452-1190

Acquisition Activity: Acquisition Center, Picatinny Arsenal, NJ

Further Information:

Commercial: Picatinny Arsenal NL Systems Integrator: (973) 724-6948

Product Director: (973) 724-6283

Color:

Projectile .....…….....Black, olive green (foam rubber)

Cartridge Case.....…….....Opaque

Diameter.....…....40 millimeter

Length .....…....5.272 inches (13.4 cm) (maximum)

Total Weight.....…....68 grams (0.15 lbs)

Propellant Weight.....…..2 grains

Muzzle Velocity.....……...265 + 20 feet/second (81 + 6 m/sec)

Acceptance Accuracy...….....>85 % accuracy at 30 meters (E-silhouette) and >60 % accuracy at 50 meters (E-silhouette) when fired from an M16A2/M203 or a M4/M203

Engagement Range.....….....10 meters to 50 meters

Projectile Specification:

Shape .....….....40-mm bullet shaped foam rubber

Material.....….....Foam rubber

Weight .....….....28.5 grams (.06 lbs)

Fatal injuries are possible at distances of less than 32.8 feet (10 m). At distances of 10 meters to 50 meters, target area should be center mass. Training needs to reinforce that head shots are NOT ACCEPTABLE. Do not skip fire this round! Round becomes unpredictable upon striking the ground. Round is most effective against individually selected targets (point round).

A2.33. M1029, 40-mm Non-lethal Crowd Dispersal Grenade. The crowd dispersal cartridge (CDC) is a multiple projectile round with .48 caliber hard rubber balls that is designed to be fired and employed with the purpose of affecting multiple targets. With a muzzle velocity of 450 feet per second, the CDC has an effective range of no closer than 10 meters and no further than 30 meters. Engagement inside 10 meters could cause serious injury or death and beyond 30 meters the kinetic energy dissipates until the rubber balls become ineffective.

Figure A2.32. M1029, 40-mm Non-lethal Crowd Dispersal Grenade.

Status: Fielded

DODIC: BA13

NSN: 1310-01-475-0628

Acquisition Activity: Acquisition Center, Picatinny Arsenal, NJ

Further Information:

Commercial: Picatinny Arsenal NL Systems Integrator: (973) 724-6948

Product Director: (973) 724-6283

Color:

Projectile .....…….…..Black rubber

Cartridge Case.....……..Aluminum

Diameter.....….....40 millimeter

Projectile .....48 rubber balls

Length .....….....4.8 inches (12.2 cm)

Total Weight.....….....202.22 grams (7.0 oz)

Propellant Weight.....….....8.5 grains smokeless

Muzzle Velocity.....….....450 feet/second

Acceptance Accuracy...….....> 90 % hit accuracy 4 out of 5 (shoulder to shoulder) E-silhouettes target at 30 meters and when fired from an M16A2/M203 or a M4/M203

Projectile Specification:

Shape .....….....48-gauge ball (.48 in diameter)

Material.....….....Rubber

Weight .....….....1.3 grams (.046 oz)

Hardness.....….....Durometer 60, scale "A"

Fatal injuries are possible at distances of less than 32.8 feet (10 m). At distances of 10 to 30 meters, target area should be center mass of group of individuals. Round is most effective when used to disperse groups of individuals.

A2.34. M84 Flash-Bang Grenade. The M84 is a reloadable, non-fragmentation, non-lethal flash-bang stun grenade. Each grenade has a 1- to 2-second fuse delay, with a flash capability of 1.5 to 2.5 million CP and a bang of 168 to 175 decibels. Although it is part of the NLCS, use of the M84 is not recommended for use in crowd control situations. It is intended to provide a means to neutralize & disorient targeted personnel. Specialty teams, such as security response teams, and search teams may use this device effectively.

Figure A2.33. M84 Flash-Bang Grenade.

Attachment 3

USER FEEDBACK

1. Users in the field are highly encouraged to submit comments on this document by removing this attachment and sending it to HQ AFSFC. *NOTE:* Add any additional information on bond paper and include with this attachment. Please provide the following information as a minimum

USER: _____ UNIT: _____

ADDRESS: _____ DSN: _____

2. CONTENT:

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a. Is the information provided accurate? If not, what needs to be updated?_____

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_____

b. Is this publication consistent with other AF documents? _____

_____

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c. Can this instruction be better organized for better understanding of the material presented?

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d. Is the information provided useful? If not, how can we improve it? _____

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3. Writing and Appearance. _____

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a. Where does the publication need revision to make the writing more clear and concise? What words would you use?_____

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b. Are the charts and figures clear and understandable? How would you revise them?_____

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